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WARGAMES



\$1.00

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MAIL ORDER MAGAZINE SUMMER 1991 EDITION

MILITARY SIMULATIONS

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17 YEARS OF SERVICE

Military Simulations was established in 1974 and for seventeen years has been efficiently and reliably servicing gamers throughout Australia. All orders received are processed and shipped within 24 hours. Any item that is out of stock at the time of ordering will be placed on back-order and sent to the customer as soon as it is available again - at no extra cost for postage and handling.

THE SHOWROOM

Military Simulations has a well stocked showroom, which now includes some 1200 miniatures on permanent display. Customers are more than welcome to visit us, and gaming club members are entitled to a discount (provided they can prove membership). The showroom is open from 9.00am to 4.30pm Monday to Friday, and from 9.00am to 1.00pm on the first Saturday of each month.

CLUB DIRECTORY

We need your help! Mil Sims is compiling a national club guide for both role-players & wargamers. What we need is your club name and contact address, plus membership numbers. This list, once completed, will be available to our customers on request.

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ADVANCED SPACE CRUSADE

\$60.00

The vast Imperium is threatened by a new menace - the Tyranid Hive Mind, alien masters of genetic manipulation and bio-engineering who seek to corrupt, and subsequently harvest, Humanity. When the living biocraft ships of Hive Fleet Kraken begin their invasion the Emperor quickly dispatches his fighting elite, loyal Space Marines, to annihilate the organic Hive vessels.

This is a 2-player game of vicious ship-interior skirmishes between Marine Scouts and fearsome Tyranid warriors. Recon Scouts explore the intestinal labyrinths of each Hive ship, traversing fleshy passages and pulsating compartments in search of vital organic devices to sabotage. Assault Scouts, armed with heavier weaponry, must confront and dispatch the Tyranids before these monstrous biological killing-machines ambush the recon squad.

Components include 6 geomorphic board sections representing the ship's innards, 6 vital-organ overlays, 36 exploration cards that allow variable game set-up, 21 plastic 25mm Citadel miniatures (6 Tyranids, 9 Marine Scouts, 3 heavy-bolter gunners & 3 sergeants), plus a mass of tiles, counters, templates, portals, etc.



MIGHTY EMPIRES

\$55.00

Armies march forth to do battle with foes or to explore lands unknown. Fortresses stand sentinel-like before disputed borders, ever ready to crush an assault by invading forces. Cities, ripe with plunder, prepare to be sieged by barbaric hordes. Fleets ply the churning oceans, ferrying troops cautiously into an enemy's heartland. This is **Mighty Empires**, a moderate complexity, strategic-level fantasy campaign for two to three players.

As one would hope from an empire-building game, the rules are detailed yet not overly cumbersome. These mechanics include army subsistence & desertion, scouting, sieges, spies, winter consolidation, equinox magic, revenue, diplomacy, recruitment, construction, baggage supplies, assassins, sabotage, the unpredictable Dragonrage, and more. If further detail is required, **Warhammer Fantasy Battles** can be used to resolve all the fighting!

Components include 112 colourful hexagonal land tiles (enabling variable campaign maps), lots of markers (for territory, spells, espionage, etc), 6 strategic battle cards, & 150 plastic Citadel miniatures (15 cities, 15 fortresses, 15 dragons, 15 ships, 45 villages & 45 army banners).



SPACE MARINE

\$55.00

A miniatures game of squad-level tactical combat set in the **Warhammer 40,000** universe during, and after, the Horus Heresy wars - a period of Imperial history where Daemon-led Space Marines overran the Sol system, and almost succeeded in killing the Emperor himself. Players, of which there can be any number, control squads of Marines, Land Raiders & Rhinos, as they recreate battles fought between the fanatical belligerents.

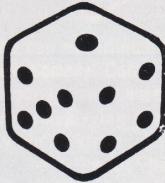
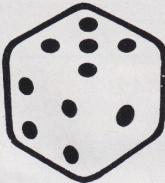
Space Marine is in reality a primer for a more complex, and comprehensive, table-top gaming system. It introduces the basic mechanics and components required to play - the four turn-phases (order/move/combat/end), infantry rules, elite detachments, regrouping, heroic actions, hidden set-up, off-table support, etc. Rules expansions, and variant epic-scale Citadel miniatures can be purchased independently, to fully explore this dark future.

Components include a 64 page guidebook, 368 plastic Citadel miniatures (16 Land Raiders, 32 Rhinos & 320 Marines, with bases), 14 cardstock buildings, data cards, burst templates, counters, range rulers, and more.



WARGAMES

ACCESSORIES



POLY DICE

High-impact dice: D4, D6, D8, D10, D12 & D20 sided configurations. Various colours (black, red, white, blue, yellow, green, purple & orange). \$60c each

GEM DICE

As above, but more attractive & expensive. \$1.00 each

SPARKLE & PEARL DICE

A sophisticated relation of the poly dice. \$1.20 each

AH AVALON HILL COUNTER TRAY

Contains one plastic counter tray with a clear plastic 'snap-on' lid, suitable for bookshelf size games. \$4.50

WES WEST END COUNTER TRAY

Larger than the Avalon Hill tray, and as such just a bit too big for bookshelf-style boxes. Plastic lid included. \$5.50

JED COUNTER SHEETS

672 half-inch, die-cut counters in four colours (light green, pale blue, salmon red & gray). \$10.00

JED HEX SHEETS

Three 23"x17" map sheets, with half-inch hexes. \$3.00

ARM HEX PAD

Fifty 8.5"x11" pages of half & quarter inch hexes. \$7.00

ANCIENT ERA

AH BRITANNIA

3-5 player game that covers 1000 years of British military history from the Roman invasion to the Norman assault of 1066AD. 256 counters and a 22"x24" mapboard. This is a very quick & entertaining game; highly recommended for those wanting a fast 'n' furious multi-player contest. \$60.00



AH CIVILIZATION

2-9 players lead fledgling nations along the path of political, economic & cultural domination during the dawn of civilization (8000BC - 250BC). This is a classic game that requires no dice, and features a very high level of non-violent player interaction. Although conflicts do occur between emerging empires, the game cannot be won by military means alone. \$60.00

CIVILIZATION TRADE CARDS

50 extra cards, as included in the boxed set. \$10.00

WESTERN EXPANSION SET

Features a 22"x11" mapsheet extension, with an African/Iberian Archaeological Succession Table. \$15.00

ADVANCED CIVILIZATION

A 64-page book (only 8 pages of which are rules), with extra reprints of the Civilization cards, as well as several new Civilization, Calamities & Commodity cards. TBA

FGA (THE) CONQUERORS

Covers the wars of the Roman Republic and Imperial Rome at strategic level, with tactical combat resolution. Features several campaigns, plus mechanics for supply, revolts, politics, etc. Components include two 22"x34" maps and over 1200 counters. Due early '92? \$70.00

WES IMPERIUM ROMANUM II

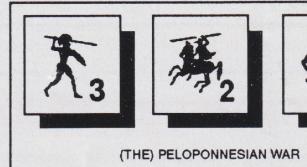
Recreates 700 years (with 35 scenarios) of the Roman Empire, from cultural superiority to decadent collapse. For 2 to 6 players. Rules include the political & economic conflict. 800 counters represent Legions, Fleets, cavalry, artillery, engineers, etc. A 22"x51" map covers the ancient world from Britannia to Parthia. \$70.00

VIC (THE) PELOPONNESIAN WAR

Recreates 28 years of war between the Athenian Empire and the Spartan Coalition. Beginning in 431BC, players must plan for both economic and military domination. Suitable for solitaire (the player must change sides if he/she is winning!) or group (up to 7) play. With 4 scenarios, 200 counters and a 22"x34" map. Mechanics include rebellion, tributes, political factions, naval warfare & sieges. \$65.00

AH REPUBLIC OF ROME

A diplomatic card 'n' counter game of temptation and danger for 3-5 players, each representing a faction of influential Senators vying for the Consulship of Rome - and all the power, wealth & influence that can be gained by fair means or foul! Recreates 250 years of Roman Republic history, from the tremendous struggle against Carthage to the assassination of Julius Caesar. \$85.00



(THE) PELOPONNESIAN WAR

AH SIEGE OF JERUSALEM

In 70AD four Roman legions marched against an imposing, multi-walled Zealot city. Armed with an array of towers, rams and artillery, their task was to breach its defenses before they themselves were exhausted by attrition. Although the Romans were a superior force, their engineers faced a seemingly impregnable fortress. Contains a 34"x48" city mapsheet (50 meters per hex) and 696 counters (200 men per unit). \$75.00

GMT THE GREAT BATTLES OF ALEXANDER

Recreates four of Alexander the Great's classic military exploits - Gaugamela, Issus, Granicus & Chaeronea. Each of these games can be combined to form a single campaign. Suitable for solitaire play. Components include 600 counters and four 22"x34" maps. Will probably be of low complexity. Due ? \$80.00

COMPANY CODES

ADG Australian Design Group

AH Avalon Hill

COA Clash of Arms

EMS Engelman Mil. Simulations

FAS Fasa Corp.

FGA Fresno Gaming Association

GAM Games Workshop

GDW Game Designers Workshop

GMT Get More Tanks?

GRD Games Research & Design

IRO Iron Crown

JED Jedko Games

LEA Leading Edge

MB Milton Bradley Games

OME Omega Games

SDI Simulation Design Inc.

STE Steve Jackson Games

SUP Supremacy Games

TAS Task Force Games

TGI The Gamers Inc.

TSR Tac Studies & Research

VIC Victory Games

3W World Wide Wargames

WES West End Games

* Denotes partnership with other (small) gaming companies

WARGAME COMPLEXITY KEY

BASIC Ideal for beginners

INTERMEDIATE For novice players

ADVANCED For experienced gamers

MASTER Gung Ho veteran gamers only

MIDDLE AGES

AH BLACKBEARD

Utilizing a fast action-card system, this 1 to 4 player game recreates the Golden Age of Piracy. Infamous rogues and downright sadistic villains ply the world's oceans for merchants to plunder or ports to raid, whilst equally audacious King's Commissioners hunt for corpses to dangle from their yard-arms. The mechanics include ship refitting, crew morale & historic data. \$80.00

NEW WORLD

NATIVES FLEET RESOURCES

AH FEUDAL

2-6 player chess-style game representing a furious clash of arms between feudal Kings. The armies are represented by 36 plastic figures, and include kings, princes, dukes, castles, knights, sergeants, squires, archers & pikemen. A plastic, hole-punched board marked with clear, forest & mountainous terrain is the realm that will become the victor's kingdom. Features a hidden initial set-up. \$55.00

AH KINGMAKER

Popular 2-6 player game of the chaotic English Civil War: 1450-85. The throne of England, and the power it holds, is the ultimate goal, as nobles vie for the duplicity of seven scattered royalists. Features sieges, feudal politics, peasant revolts, pirates, Parliamentary titles, plague, and a distinct lack of mediaeval chivalry! This game is ripe with bold tactics, uneasy alliances and devious conspiracies. \$55.00

AH NEW WORLD

2 to 6 European powers of the 15th to 18th centuries explore, conquer and ultimately colonise the Americas. Players must build fleets to transport people to the New World, and to bring back its resources - unless storms or pirates intervene. Once ashore colonists can raise crops, mine for gold, or push on to new lands. Soldiers must protect territory from native uprisings and foreign incursions - or be used for military excursions. \$60.00

MB SHOGUN

2 to 5 players can participate in this entertaining game of empire building in feudal Japan. Carefully established alliances, and their sudden deceitful forfeiture, has as much influence over the struggle for power as conventional military confrontations. Mechanics include economic strategy, leader experience, ninja assassinations, fortresses and Ronin mercenaries. Features a large mapboard & 406 plastic miniatures representing various troops. \$80.00

NAPOLEONIC ERA

AH EMPIRES IN ARMS

A richly detailed grand-strategy game of the Napoleonic Wars of 1805-1815. 2 to 7 players endure political treachery, economic hardship and war as they guide a nation thru a maze of conflicting national interests and military ambitions that characterised this bloody era of European history. With 1008 counters and two 25"x35" maps. Covers the entire campaign with scope & grandeur. \$80.00



LA BATAILLE D'AUERSTAEDT

AH ENEMY IN SIGHT

Agile Frigates and majestic 'Ships of the Line' clash in this entertaining card game of 18th Century naval combat. The fast-playing mechanics include boarding parties, blockades, Fire Ships, repairs and port calls. For 2 to 8 players. With 40 counters & 176 colour cards. \$25.00

COA LA BATAILLE D' ALBUERA-ESPAGNOL ***
 Covers the British seige of Badajoz, and the subsequent multi-national conflict for control of Spain. Contains 448 counters, a 34"x22" map, historical notes, and excellent period mechanics that are a feature of this series. TBA



COA LA BATAILLE D' AUERSTAEDT ***
 Third edition. October 1806 - the epic clash between Davout's III Corps (AKA Napoleon's 10th Legion) and Friedrich Wilhelm's Prussian army is recreated using Marshal Enterprise's award-winning Napoleonic system. One hex equals 100 meters, whilst each counter represents formations of regiments, battalions & batteries. With 448 counters, 22"x34" map and an historical essay \$55.00

COA LA BATAILLE DE ESPAGNOL-TALAVERA ***
 Portuguese mercenaries invade the Iberian peninsula, threatening the very throne of Spain. Before the gates of Hispano-Talavera the radically different armies of Spain & England must deploy in concert to oppose King Joseph Napoleon's multi-national Armee de Espagne. A grand-tactical game with four 22"x17" maps/700 counters \$45.00

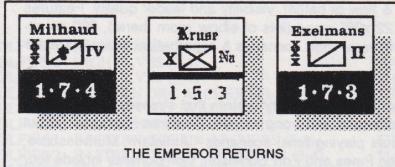
COA LA BATAILLE DE LES QUATRE BRAS (due?) ***
 When, in 1815, the left wing of the Armee du Nord clashed with Wellington's English & Allied troops for control of a crossroads along the Brussels' highway, Napoleon's dreams of liberty were to be forever decided. Components include a beautiful 32"x22" map & 600 superbly executed (no pun intended) counters. Units are individually rated for type (line, light, guard, elite, etc), melee & fire combat, morale, movement, and where applicable, range. \$60.00

COA LA BATAILLE DE PREUSSI SCH-EYLAU ***
 A definitive study of Napoleon's winter battle in Prussia (1807) against the remnants of the Prussian Hohenzollern army and the forces of the Czar. Each hex represents 100 meters & every counter portrays a single regiment, battalion, battery, or leader. Includes detailed orders of battle, an historic essay, four 22"x17" maps & 960 counters. \$55.00

COA NAPOLEON AT LEIPZIG ***
 The shrinking French Empire would finally collapse unless a decisive victory was won in Germany. But Napoleon's many enemies sensed a weakness, and like wolves they stalked his troops. Six days of grueling maneuver & bitter combat would decide the fate of Europe. Features 3 levels of rules complexity, with play options for 1 to 8 players. Includes 350 counters plus two 34"x22" maps. \$45.00

GDW NAPOLEON'S BATTLE OF BORODINO, 1812 ***

With the largest field army yet assembled in West Europe, France invaded Russia. Pursing the elusive Imperial army, Napoleon sought to confront the enemy in a grand battle that would decide the war. At the very gates of Moscow Napoleon won, and lost, the struggle for Russia. This huge game contains four 3-colour 22"x28" maps (100 meters per hex) & 1400 tactical-level counters (regiments, battalions & batteries). An award winning 1976 reprint. \$140.00



3W NAPOLEON'S LATER BATTLES **

Features two "quick and simple", full-sized games: the Battle of Smolensk (street fighting, Aug. 17th 1812), and the Battle of Valutino (an engagement two days later that could have decided world history). Designed by Keith Poulter. More details later. Due late '91? \$45.00

OME NAPOLEON'S LEIPZIG CAMPAIGN ***

An operational-level game of the 1813 campaign between Prussia, Austria, Russia & France. A 'maneuver map' historically recreates troop marching abilities, restricted lines of communication, the role of fortresses, the impact of weather, and the struggle with logistics plus attrition. Command-control restrictions simulate the handicaps & advantages that the antagonists faced. 400 counters. TBA

COA THE EMPEROR RETURNS ***

Recreates the confrontation between the French Armee du Nord & troops of the 7th Coalition during mid 1815. The Anglo-Aliies were steadfastly positioned around Waterloo, Napoleon's forces had to defeat them before the Prussians joined the fray. The game begins with the desperate maneuvering that historically led to the battle of Waterloo, players may however change strategies & succeed where Napoleon failed. 240 counters and a 22"x34" map. \$40.00

AH WAR AND PEACE **

Covers the Napoleonic wars from 1805 to '15 - this terrible era of conflict consumed the armies of 6 major & 19 minor European powers. Battles were over the entire continent - from the rugged mountains of Portugal to the bitter Russian steppes. Contains Four 11"x16" mapboards, 1040 counters, 9 scenarios & a multi-player campaign. Historically accurate game of grand strategy made easy. \$60.00

OME WAR TO THE DEATH **

From 1810 to 1813 the French struggled for control of the Iberian Peninsula, but ultimately it was the tenacious Spanish and English forces that were victorious. Special rules include guerilla & counter-guerilla operations, the role of various fortifications, sea movement, ambushes, French harvests, attrition and Napoleon's intervention. TBA

AH WOODEN SHIPS & IRON MEN **

Naval warfare from 1776 to 1815. Players are able to create single ship duels or complex fleet engagements. Uses simultaneous hidden movement, plus a wealth of technically competent mechanics, to create a superb simulation of sea-borne battle during the age of fighting sail. With 27 scenarios, a 22"x28" mapboard & 180 counters. Highly recommended by avid gamers. \$50.00

AMERICAN CIVIL WAR

GDW A HOUSE DIVIDED 2nd Ed. *

Introductory level grand strategy game, covering 1861 to 1865. The fast playing rules have an emphasis on lines of communication & accumulative unit combat experience. With 160 counters & a 17"x22" map. A classic beginner's simulation that comes highly recommended. \$55.00

TGI AUGUST FURY **

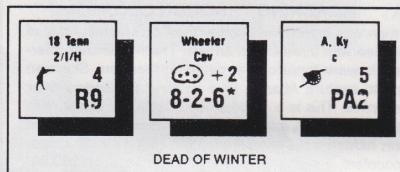
The 2nd Battle of Manassas - Lee's Army of Northern Virginia invades the North, but is cut in half by Union forces. The two 22"x28" maps allow for more structured, realistic maneuvers. Units that were historically too late to have an effect on the conflict are included as optional reinforcements. The rules employ a realistic command system, close combat movement, and 5 states of morale. With 550 counters, 6 scenarios & 8 variants. \$55.00

TGI BARREN VICTORY ***

CIVIL WAR BRIGADE #4. Covers the three-day Battle of Chickamauga, where the Confederates hoped to avenge the whipping they suffered at both Gettysburg and Vicksburg. Includes two 22"x34" maps (200 yards per hex) & 560 counters. The mechanics feature five states of morale (ie: Blood Lust), a close combat system, advanced command & rules, optional troops, and six scenarios. \$65.00

TGI BLOODY ROADS SOUTH ***

CIVIL WAR BRIGADE #5. Recreates the Battle of the Wilderness - a critically important engagement for General Lee, and probably the South's last chance for victory. TBA



COA (THE) BLUE AND THE GRAY **

A non-complex grand strategy game that covers the entire civil war. Mechanics include industrial centers, variable troop quality, Southern recruiting practices, et al. With one map, 600 counters, 5 scenarios and a campaign. TBA

COA CAMPAIGNS OF ROBERT E. LEE ***

A strategic-operational simulation of the eastern theater campaign, 1861 to 1865. 10 scenarios cover the bitter fighting that consumed Virginia, Maryland & Pennsylvania. The game's detail is quite extravagant, with 88 leaders individually rated for their initiative, administrative skill & tactical ability. Special rules cover Confederate sympathizers, Union observation balloons, partisan raiders, naval landings, etc, etc! With 600 exquisite counters and two stunning 34"x22" maps. I'm very impressed! \$60.00

3W CAMPAIGNS OF THE CIVIL WAR ?
 Covers Chancellorsville & Vicksberg. Due early '92. TBA

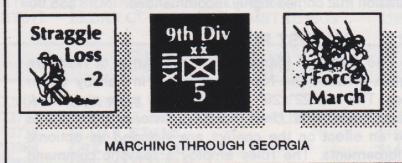
FGA CIVIL WAR CLASSICS Vol. 1 **

Covers the battles of Pea Ridge & Shiloh. Includes short introductory scenarios, as well as more detailed & lengthy games. Mechanics include gunboats, night fighting, encampments, unit activation, fire & melee combat, leadership modifiers & variable morale effects. With 480 counters (demi-brigade) and six 11"x17" maps. Due Oct? \$60.00



SDI DEAD OF WINTER

Stones River was the site of an appalling battle where the casualty rates were the worst of the entire war. Bragg's Army of Tennessee was hellbent on reaching the Nashville Turnpike, whilst their Union counterparts regrouped for a march on Atlanta, a thrust aimed at the very heart of the South. With two 22"x33" maps (50 yards per hex), and 800 counters (regiments, battalions & artillery sections). \$75.00



MARCHING THROUGH GEORGIA

TGI IN THEIR QUIET FIELDS

CIVIL WAR BRIGADE #1. Lee's Maryland Campaign has failed; his Army of Northern Virginia faces an enemy force twice its size, but still the Confederate leader chooses to march on Antietam, knowing that the rebel spirit is as yet undaunted. Includes 560 counters, 22"x28" map, revised rules & unit strengths, plus a Sept. 16th scenario. \$60.00

VIC LEE VS. GRANT

The Wilderness campaign of 1864 - the Army of the Potomac must capture Richmond from Lee's tenacious Army of North Virginia. To both sides, this city's strategic value was worth a veritable river of blood. With 520 counters, a 22"x32" map, 9 scenarios and 3 campaign games. \$30.00

COA MARCHING THROUGH GEORGIA

Sherman was ordered to destroy the Confederate Army of Tennessee with three Union armies. The numerically inferior rebels were tenacious in defense; therefore Sherman sought to capture Atlanta, thus denying the enemy their war supplies. This is a contest of strategic maneuver, with combat resolved on a tactical display where unit strengths remain hidden until assaulted. With two 17"x22" maps, 240 counters, 3 scenarios and a 40-turn campaign. \$40.00

COA MISSISSIPPI FORTRESS

A strategic simulation, with tactical combat resolution, that recreates Grant's 1863 campaign to defeat two Rebel Armies and capture both Vicksburg and Port Hudson, thus controlling the Mississippi and splitting the Confederacy. Rules include weather, gunboats, shore batteries, the Vicksburg siege, forced marches, unit stragglers & hidden unit strengths. An excellent game of maneuver and bluff, with a 17"x22" map and 240 counters. \$40.00

3W RAID ON RICHMOND/WASHINGTON

Two hypothetical 1864 scenarios: Kilpatrick's assault on Richmond, and Jubal Early's drive on Washington. Includes two contemporary street maps that feature important sites wherein the heaviest fighting would have occurred. Mechanics cover releasing & arming prisoners, commandeering transport, evacuation, etc. Due early '92? \$45.00

FGA THE CIVIL WAR

A grand strategy simulation that stresses tactical combat resolution & the maintenance of auxiliary services (supply, production, blockades, etc.). Mechanics feature variable leadership, and a combat resolution system that combines a matrix with troop morale and a range of tactical combat chits (ie: Escalated Assault, Probe, Outflank, Cordon, Echelon, etc.). Includes five maps & 960+ counters. TBA

COA (THE) THIN GRAY LINE

This strategic simulation will feature a revised rules system, extra scenarios (Salem Church, Chancellorsville, and the 2nd Battle of Fredericksburg), a comprehensive campaign game, three 22"x34" maps & 300 counters. TBA

TGI THUNDER AT THE CROSSROADS

CIVIL WAR BRIGADE #2. A full treatment of the battle for Gettysburg. Comprehensive rules include close combat exploitation, the delivery (and delay) of commands, five states of troop moral, combat straggling (which creates the ebb & flow of battle), visibility and leader quality. Features two 22"x28" maps (lots of elbow room there!), 560 counters, several short scenarios & hypothetical variants. \$50.00

SDI 1862

A moderate-complexity system that stresses the problems of command and troop morale. Features four short (about 3 hours playing time) scenarios - Antietam, Murfreesboro, Seven Pines and Fort Donelson. Components include four 17"x22" maps and 400 counters. Good for novices. \$60.00

WORLD WAR ONE**GDW BLUE MAX 2nd Ed.**

Features stunning box cover art plus new rules for altitude levels and damage spin-outs. The mechanics allow for fast 'n' furious dogfights between multiple players, with the option of playing long-term campaigns where novice pilots fight for ace-status. Has a bland 22"x28" map, 146 chits and 60 really great aircraft counters! \$55.00



(THE DEFENSE OF) RORKE'S DRIFT

AH DIPLOMACY

A classic game of trust, treachery, bluff and backstabbing for 2 to 7 players; each of whom leads a pre-WWI nation through the mire of international politics and military imperialism. The mechanics require no dice! Includes 112 plastic counters and a 22"x24" mapboard. An ideal way to find out who your real friends are... \$35.00

GAMER'S GUIDE TO DIPLOMACY

Details player/nation strategies, postal Diplomacy, tournaments, variant rules, and more. 36 pages. \$15.00

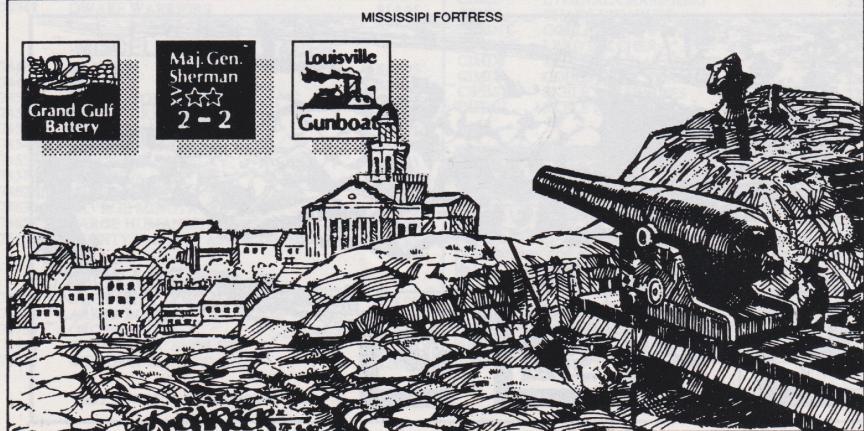
DIPLOMACY PIECES

A set of plastic counters as used in the boxed set. \$3.00

AH KNIGHTS OF THE AIR

Join Europe's elite combatants as they contest for the skies over the blasted trenchlines. This is a superior aerial combat simulator for 1-6 aspiring pilots, players are able to partake in aerobatic individual duels or frenzied team brawls. Contains 188 counters representing 20 aircraft types, and a beautiful 22"x32" mapboard. Features variable pilot experience, a fast-playing card-based maneuver system, and historic aircraft capabilities. \$50.00

MISSISSIPPI FORTRESS

**VIC PAX BRITANNICA**

A 4-7 player game of empire building and global confrontation during the age of colonial expansionism. The Great Powers vie for wealth and esteem as they maneuver administrative or military assets to distant lands. Play involves resource investment, diplomacy and the threat of world war. With 666 counters & two 22"x32" maps. \$60.00

0421

BLUE MAX

World War I
Biplane
Combat Game

Dogfights
in the Skies
of France

GDW GAMES

3W RORKE'S DRIFT & THE BOER WAR

Rorke's Drift: Counters represent either 1 British soldier or 7 Zulus. Mechanics include fire-spear attacks, sniper suppression, fatigue, ammunition depletion & barricades. With a 22"x34" map, 400 counters and 5 scenarios.

The Boer War: Game rules feature individual leaders, Boer evasion & infiltration, armored trains, British disease attrition, concentration camps, and Kitchener's scorched-earth policy. With a 22"x34" map & 200 counters. \$50.00

PAN WARLORDS

An entertaining 3 to 7 player game of political diplomacy and military expansionism set in China from 1916 to 1950. The mechanics include such details as famine, revolts, foreign aid, guerrilla warfare, taxation, etc. Victory is dependent upon several factors - bribery, coercion and negotiation, as well as careful resource management and bold military planning. Components include a 19"x23" map and 252 counters. Boxed. \$10.00

WORLD WAR TWO**MB AXIS & ALLIES**

A massive game of global grand-strategy for 2 to 5 players. Beginning in 1942, the world powers must expand their territory to both deny the enemy land, and to increase vital production resources. Mechanics feature secret weapon development, strategic bombing, and submarine warfare. Components include a colorful 19"x33" mapboard plus 299 plastic miniatures representing land, air & naval assets. Highly recommended for young gamers. \$80.00

JED EUROPE AT WAR

1-4 players command the economic and military growth of a European power from 1941 to '45. With 282 counters & three 8"x22" mapboards. Includes naval elements, Japan's influence on Europe, the A-bomb, & political options (such as the assassination attempt on Hitler). \$20.00

TSR EUROPE AFLAME

A 2-4 player simulation of the European conflict. A nation's military might is constructed from infantry, mechanised, air & naval assets. Strategies are tested against units whose strengths are unknown until engaged. Mechanics include area movement, partisans, para's, garrisons & production. With a 21"x35" mapboard & 236 counters. Great low-complexity variant on the grand-strategy theme. \$55.00

JED FIELD MARSHAL

A well balanced hypothetical conflict where each player's battlefield control is hindered or helped by 32 Situation Cards (representing a higher command). The full spectrum of a WWII air/land battle is featured; with marine, airborne, armour, infantry, artillery and aircraft assets included in the 196 counters. Contains three 8"x22" mapboards. \$20.00

AH HITLER'S WAR

The European & Mediterranean struggle in a compact format. Players must decide upon war direction, production priorities & research, as these non-combat tasks are a vital aspect of ultimate victory. With 520 counters (mostly chits), a 16"x22" mapboard & 3 scenarios. A quick, colourful coffee-table sized game of grand-strategy. Includes the Allied bombing campaign and the U-Boat threat. \$50.00

AH NAVAL WAR

An amusing Beer 'n' Pretzels game of large fleet battles. 3 to 6 degenerate gamers collect an array of multi-national warship cards, plus various action cards, and then shout furiously at each other, recklessly flinging dice, until someone wins! 162 cards represent a varied selection of warships, from the Yamato & Ark Royal, to lowly torpedo boats. Fast entertainment for old game hacks. \$25.00

AH THIRD REICH

A classic grand-strategy simulation. This challenging game covers the war in Europe and the Mediterranean from 1939 to '45, with full historic integration, plus some hypothetical variants. 2 to 6 players must boldly lead their nations through the turmoil & triumph of history's darkest years. With 550 counters (Corps level) & a 22"x32" mapboard (60 miles/hex). Includes 3 'short' scenarios. \$60.00

AH GAMER'S GUIDE TO THIRD REICH

A 48 page magazine that features comprehensive articles on national military strategies, advanced tactics, economic management, and diplomatic planning. \$10.00

AH ADVANCED THIRD REICH

This 64 pg magazine features a fully integrated diplomacy system, restructured national entry-activation, expanded combat & economic rules, plus new variant events. TBA

SQUAD LEADER**AH SQUAD LEADER 4th Edition**

An award-winning, and still popular, tactical game of small-unit combat. 712 counters include support weapons plus vehicles for German, Soviet & U.S. forces. Four 8"x22" mapboards feature urban & wilderness terrain. A comprehensive, quality simulation with 12 scenarios. \$70.00

**AH CROSS OF IRON 4th Edition**

An east-front expansion module for SQUAD LEADER that features a restructured armor and artillery system, as well as new troop types (ie: elite) & support weapons. Includes 8 scenarios, an 8"x22" mapboard & 1096 counters. \$65.00

AH CRESCENDO OF DOOM

Introduces the troops, vehicles and equipment of France and England to the system, as well as a host of minor nationalities, including Poland, Belgium & Finland. With many new rules, 2 mapboards & 1324 counters. \$60.00

AH GI: ANVIL OF VICTORY 2nd Ed.

Yep, it's the Americans, plus revised infantry counters for the other combatants. And naturally it contains more advanced rule additions, plus 14 scenarios, 1568 counters, 5 mapboards & some terrain overlays. \$75.00

AH UP FRONT

Unique game of man-to-man combat in Europe that uses data cards to represent individual soldiers, heavy equipment & vehicles. Cards are also used to determine terrain type and to prompt various actions. This boxed set includes 322 illustrated cards, most in colour, & 304 counters. Based on SQUAD LEADER, but a little easier. \$60.00

AH BANZAI

Expansion set that introduces the English & Japanese to UP FRONT. Features new rules for jungle warfare & solitaire play. 80 cards, 63 counters & 12 scenarios. \$30.00

AH DESERT WAR

Features French and Italians units, new rules, plus comprehensive scenario reference charts for all of the UP FRONT combatants. 70 cards & 63 counters. \$22.00

OME VICTORY IN EUROPE 2nd Ed.

A Corps/Army level game recreating the collapse of the 3rd Reich from Dec. 1944 to May '45. Germany's dramatic recovery from earlier defeats would ensure a bitter struggle. The mechanics feature post-assault reserves commitment, air support, sea movement, economic loss, airborne operations, extended fronts, and solitaire play. Includes a 22"x30" map and 400 counters. Due? TBA



THIRD REICH

ADVANCED SQUAD LEADER**AH HOLLOW LEGIONS**

The Italian supplement. Components include two desert mapboards (#30-31), 652 counters (vehicles, weapons & troops), 8 multi-theater scenarios, and the relevant expansions for chapters H (12 pgs) and N (4 pgs). \$60.00

**AH KG PEIPER (title unconfirmed)**

1944 Ardennes offensive campaign game, with short scenarios, 1 or 2 countersheets, and five (1) 31"x45" mapsheets covering Stoumont, La Gleize & Cheneaux. Due '92. TBA

AH PARATROOPER

Introductory ASL - details small unit actions with the 82nd & 101st Airborne Divisions in Normandy. Contains ALL the necessary counters & markers (478) for the 8 scenarios, plus one (#24) mapboard & chapter K - a 24 page ASL primer! Note - requires mapboards #1 to #4. \$50.00

AH PARTISAN!

Recreates guerrilla operations against German forces and their allies - from the mountains of Greece, to Russian forests, and the streets of Warsaw. With 260 counters (axis allied infantry & support weapons), two 8"x22" mapboards (#10 & #32) and 8 scenarios. \$40.00

AH POILU (title unconfirmed)

Two new mapboards (?), several counter-sheets and eight scenarios round-out this French module. Due 1992. TBA

AH RED BARRICADES

This Historical Module features the vicious battles for a huge ordnance factory complex in Stalingrad. Includes Chapter O (rules clarifications, new urban terrain types & campaign mechanics), 478 counters & two 31"x45" mapsheets (with 1 inch hexes). There are 7 standard scenarios and a huge Red Barricades campaign. \$60.00

AH THE LAST HURRAH!

Eight challenging, and sometimes quirky, scenarios from 1939 to 1941. Contains two mapboards (#33 plus a new #11), and 260 counters (featuring Allied minor infantry & support weapons). \$40.00

AH WEST OF ALAMEIN

Features 1264 counters representing British vehicles, ordnance, support weapons and troops from 1939 to '45. Plus Chapter F (rules for desert warfare), and Chapter H notes on British equipment. There are 8 scenarios, five 8"x22" desert mapboards (#25-29), a 7"x 22" escarpment map and six pages of terrain overlays. \$99.00

AH YANKS

Obviously this is the American expansion set, it has 1048 counters that offer the usual plethora of AFVs, equipment and grunts. There are also four 8"x22" mapboards (#16-19), 8 scenarios, chapter E (26 pages of 'miscellaneous' rules), and U.S. vehicle notes for chapter H. \$90.00

AH ADVANCED SQUAD LEADER

Rulebook ONLY - a sturdy 3-ring binder in an impressive dust cover. Inside are 176 pages of text with 8 valuable data cards. Featured chapters are - Basic Infantry Rules, Terrain, Ordnance/Offboard Artillery, Vehicles and Design Your Own (with complete German & Soviet equipment notes). This is an outstanding production with superb graphics! With an introduction and index. \$80.00

AH ASL ANNUAL '89

11 comprehensive articles & 18 scenarios. \$20.00

AH ASL ANNUAL '91

64 pages: includes a Red Barricades series replay, notes on Axis minors and the Maus, plus 16 scenarios. \$25.00

AH BEYOND VALOR

Contains an extensive German & Russian force pool: 2396 counters representing AFVs, soft-skinned vehicles, artillery, infantry support weapons, leaders, gun crews, regular & elite troops, game markers and more. With four 8"x22" mapboards (#20-23) and 10 scenarios. \$90.00

AH CODE OF BUSHIDO

Presents chapter G - rules for the Pacific theatre, (new terrain, banzi charges, kamikaze tank-hunters, hara-kiri, pack animals, etc) and the Japanese additions for chapter H. With 660 counters, 4 mapboards (#34-37) and some very densely tangled terrain overlays. \$95.00

AH GUNG-HO!

Contains the remaining rules for chapter G (cave fighting, landing craft, bulldozers, the tropical climate, beach/river assaults, naval gunfire, etc), two mapboards (#38 & #39), various terrain overlays, 8 scenarios, and counters for the US Marines, the early US Army, the entire Chinese OB & landing craft for everyone! Due Sept? \$100.00

AH HEDGEROW HELL

Deluxe ASL module - contains 8 west-front scenarios and four 11"x26" wilderness mapboards, each with a 2.2" hex grid. The very large hexes eliminate on-board clutter, and allow for a more fluid game. \$70.00

WARGAMES

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WORLD IN FLAMES

ADG WORLD IN FLAMES 5th Edition ***

Award-winning Australian game that covers the entire war on two huge 28"x34" Pacific & European maps - each can be used independently, or combined for a global struggle. Players must carefully plan their long-term military production, as well as strategic campaigns. The superb game mechanics allow for fluid land, sea & air operations. With 1000 counters (30 nationalities). For 2-6 players. \$65.00

ADG DAYS OF DECISION ***

1 to 7 players jockey for world political & military pre-eminence from 1936 to '39. An abstract combat system recreates the Spanish Civil War, the Russo-Jap' & Sino-Jap' conflicts, an Italo-French struggle, etc. Features economics, coups, allegiances & elections. Includes new campaign rules for World in Flames plus units for more minor countries, etc. Contains 200 counters, a 24"x16" political map, a mini-map of Spain, and more! \$50.00

ADG WORLD IN FLAMES EXPANSION KIT

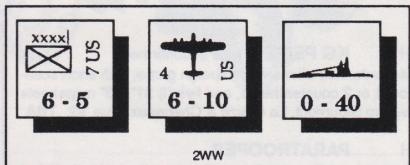
Includes the 5th edition maps, 200 DAYS of DECISION counters, the new rules & scenarios books, a Production chart, two Combat charts, and three Builds charts. \$45.00

ADG WORLD IN FLAMES RULES UPDATE

As above, but without the maps. \$27.00

TSR WWII - EUROPEAN THEATER ***

Grand strategy for 2 to 5 players, covering the European and Middle East theaters from 1939 to '45. Includes air & naval operations, production, command structures, etc. The mechanics are detailed - each Seasonal Turn features 4 Phases & 10 Steps, while Monthly Turns have 6 Phases & 28 Steps! Components include two beautiful 23"x34" maps and 1200 counters (representing 19 nations). \$85.00



3W 2WW *

A very simple game of the European conflict. Components include 4 pages of rules, 80 counters (with naval assets), and a 11"x17" map, all in a ziplock bag. This is a wargames primer, and as such is ideal for beginners. \$15.00

AFRICAN CAMPAIGN

JED (THE) AFRICAN CAMPAIGN 2nd Ed. *

A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, hidden minefields, fortresses, & unit breakdown. With 168 counters and an 11"x32" mapboard. Players must risk their meagre forces for quick strategic gains, or suffer unwanted attrition against stubborn enemy defences. \$25.00

AFRICAN CAMPAIGN



WES DESERT STEEL ***

A comprehensive simulation dedicated to tactical armour engagements in the desert environment. Detailed mechanics include vehicle facing, combat engineers, and more. With 15 scenarios, plus two 17"x22" variable terrain maps and 480 counters. A card based unit-activation system adds more chrome to an already meaty system. \$60.00

FGA (THE) DESERT WAR ****

Covers the entire African Campaign from 1940 to 1943. Features 4000 counters and eight 22"x34" maps! TBA

FGA OPERATION CRUSADER ***

A tactical/operational level game for 1 to 4 players that covers operations Brevity, Battleaxe & Crusader (May to Nov 1941). Game mechanics include hidden movement, variable victory conditions, maneuver & assault combat, unit efficiency, engineers, bombardment, etc. Contains 1440 counters (at battalion & company level) and eight 11"x17" maps. Due March '92. \$100.00

WESTERN FRONT

GMT AIR BRIDGE TO VICTORY **

In an attempt to outflank the formidable German Rhine defenses, troops from the 82nd, 101st & British 1st Airborne are dropped into a narrow corridor from Eindhoven to Arnhem. But the Allies face a race against time if they are to fully exploit this operation. Battalion-level game with rules for initiative, automatic victory conditions, air support, close assault, engineers & integrating maneuver combat. 300 counters, plus 22"x34" & 22"x17" maps. \$60.00

AH B-17 QUEEN OF THE SKIES *

SOLITAIRE Pilot a B-17F over the flak-scattered skies of Germany. Each successful bombing mission allows the crew to gain valuable experience, and after 25 such flights their part in the war is over. But prowling fighters and ferocious ground fire make the odds of surviving slim indeed. With 88 counters & an 11"x16" mapboard. \$50.00

GRD BALKAN FRONT ***

EUROPA Reprint of Marita-Merkur' with modified maps & counters. Features the 1941 Axis campaign in Greece, Yugoslavia & Crete. Includes 'Second Front' edition rules, a 21"x28" + 21"x14" maps (16 miles/hex) & 784 counters. With bi-weekly turns. Battalion, regiment & division sized units (plus individual ships or groups of 40 aircraft). \$75.00

AH BATTLE OF THE BULGE 3rd Ed. *

The thunderous impact of bursting shells ignites the pre-dawn gloom, heralding Hitler's Ardennes offensive. Three German armies slam headlong into the Americans, but their momentum is arrested by a determined defense. The struggle becomes more intense as the Panzer's, already low on fuel, attempt to break the deadlock before Allied reinforcements arrive. This entry-level game contains 194 counters, a 14"x22" mapboard, plus a 40 page book with detailed historical background and playing hints. \$40.00

TGI BLOODY 110 ***

Covers the first 2 days of the battle for Bastogne's main arterial road between lead elements of the 2nd Panzer Div. & the U.S. 1/10 Infantry Battalion. With two 22"x34" maps (125 yards per hex), 800 counters (infantry platoons & individual AFVs) & 10 scenarios. The mechanics include a unique tactical morale system and a variable complexity combined arms Command-Control format. \$60.00

AMBUSH!

AMBUSH! was designed specifically as a solitaire simulation. A system of Mission Cards & paragraph booklets are used to determine enemy tactical decisions. Unit scale: individual men & vehicles. Ground scale: 10 yards/hex



VIC AMBUSH! **

Lead a squad of American troops on 8 missions through German-occupied France. With 218 counters & two 16"x22" maps. Specific objectives must be met by the player using a prudent selection of equipment and a good dash of mindless violence. The AMBUSH! solitaire mechanics control the reactions of the enemy. \$70.00

VIC MOVE OUT! Module 1

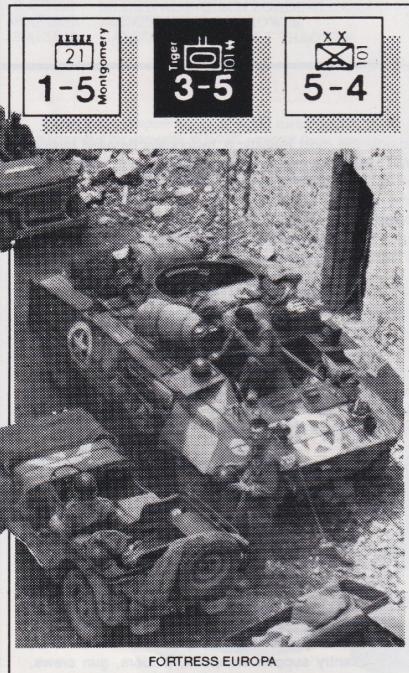
This first expansion set includes 60 new Character & Vehicle cards plus 11 missions (scenarios). \$30.00

VIC PURPLE HEART Module 2

Features 13 missions, two 16"x11" maps, a 16"x22" map, 108 counters, plus 60 Character-Vehicle cards. \$55.00

VIC SILVER STAR Module 3

70 new Character & Vehicle cards, 9 missions, two 16"x11" maps, one 16"x22" map & 108 counters. \$50.00



FGA DEFIANT HOLLAND ***

Will recreate the 18th Army's conquest of the Netherlands in May 1940, using the Operation Crusader system. Features a 22"x34" map, plus 480(+) counters that will include paras, the SS, cavalry, and variant English/French forces. Dikes will play an important tactical role. TBA

GMT EAGLES IN THE SNOW ***

Operational-level Battle of the Bulge game that uses the Operation Showstring system. Mechanics will include variable automatic-victory conditions and hidden options (alternative goals?). Components feature 400 to 600 counters and a 22"x24" map. Due early '92? \$50.00

JED FORTRESS EUROPA (Unboxed) **

An entertaining simulation of the struggle for France and Germany, where both players have an opportunity to achieve victory. The Allies are able to conduct two massive invasions from any coastal region, however the Germans can thwart the landings with their hidden (and very powerful) panzer reserves. The mechanics include airpower, paratroops, partisans, commandos, volkssturm, mulberries & naval bombardments. 400 counters/22"x24" map. \$12.00

3W HITLER'S LAST GAMBLE ***

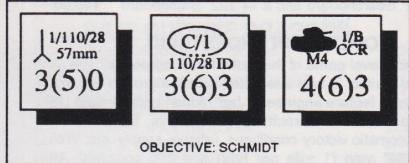
In a desperate bid to shatter the Allied advance, 19 reformed German divisions attempt to capture Antwerp by launching an unexpected offensive thru the heavily forested Ardennes in Belgium. This is a very comprehensive & authentic 'Bulge' simulation! The rules feature a wealth of optional material plus a number of exciting variants. With 800 counters & two detailed 21"x32" mapsheets. \$70.00

AH LUFTWAFFE **

The U.S. bombing campaign's objective was the destruction of key industrial & military targets. The Germans best defense against these devastating strikes were their formidable interceptors, but with limited air assets the battle for air superiority would require shrewd judgement of the enemy's objectives. Covers the air war from 1943 to '45. With 277 counters & three 8"x22" mapboards. \$50.00

TG1 OBJECTIVE: SCHMIDT ***

After exploiting a breach in the West-wall, the US 112th Infantry Regiment finds itself isolated deep within Hurtgen Forest, and under increasing pressure from fierce counter-attacks. This tactical recreation features 14 scenarios, a campaign game, four variants (including a Gross Deutschland Tiger platoon), a 22"x34" map (125 yards/hex), and 840 counters (platoons & individual guns/tanks). \$65.00



OBJECTIVE: SCHMIDT

TG1 OMAHA **

This is a grand-tactical simulation covering three days of battle between the US 1st Infantry Division, trying to establish a beachhead during the D Day invasion, and various German defenders. With 4 maps, 1680 counters (platoon level), and Objective: Schmidt mechanics. TBA

VIC OPEN FIRE **

SOLITAIRE The player commands a U.S. tank platoon, while the hidden German foe is controlled by the game mechanics. With six missions, 210 counters and a 22"x32" map (50 metres per hex). Based on the Ambush! tactical system, the rules feature captured vehicles, close assault, mines, bunkers, morale, improved crew skills, etc. \$75.00

AH PANZER LEADER ***

An excellent game of tactical combined-arms combat between swarms of Allied AFVs and the stoic German Kampfgruppen from 1944 to '45. With 20 scenarios, 384 counters (platoon scale) and 4 geometric 8"x22" mapboards (250 metres per hex). Victory will be the reward of determined planning and the successful integration of all combat assets - from aircraft to infantry. \$65.00

AH PANZER LEADER 1940 VARIANT ***

10 scenarios highlight the tactical aspect of Germany's brilliant campaign in France. The British and French had some superior AFVs, but their combined-arms expertise was inferior to that of the Germans. Players can create their own tactics using the fledgling armored vehicles and infantry weapons of 1940. With 192 counters. \$18.00

AH PATTON'S BEST **

SOLITAIRE A campaign game that follows the fortunes of a single Sherman through the Allied drive into France & Germany. The tank crew start out 'green' and, if they survive, become grizzled veterans - the mechanics utilise a similar format as B17. With 218 counters, a 22"x24" mapboard & 17 tank-data cards. \$60.00



THUNDER AT CASSINO

WES R.A.F. **

SOLITAIRE Recreates the Battle of Britain, Hitler's prelude to his projected invasion of England. The player commands the R.A.F. whilst the game system controls the Luftwaffe. Contains 160 counters and a 22"x34" map, plus 134 'Target', 'Event' & 'Force' cards. This is the most intelligent solitaire system available on the market. Each game is difficult, and no one campaign plays the same. \$60.00

AH RAID ON ST. NAZAIRE **

SOLITAIRE 1.28 AM, March 28th 1942 - a small flotilla of torpedo boats and British commandos began a daring raid on a German-occupied French port. Within in the next few hours this heroic force will have run amok, destroying installations and sinking docked vessels; despite a formidable defense of shore batteries, flak towers, and frantic Stosstruppen. This is a tense game of squad-level combat and demolition where objectives must be eliminated quickly. With 260 counters & a 16"x33" mapboard. \$65.00

VIC SHELL SHOCK ***

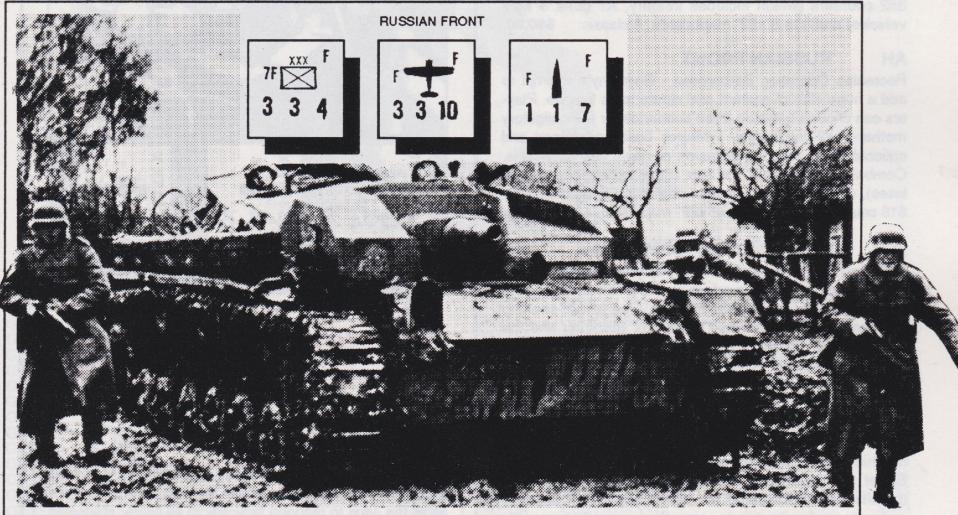
Players begin the game with tactical objectives, before play they must 'purchase' the amount of infantry squads they need, and then equip each of them with a variety of assets (such as barbed wire, artillery support, heavy weapons, fox holes, etc). Contains 5 maps, 540 counters, and 6 variable-ending scenarios. Mechanics include hidden defense, engineers, AFVs, mines, combat savvy, fate, & random events. Based on the Ambush! system. \$70.00

FGA WATCH ON THE RHEIN ***

A tactical/operational level monster game that will feature (we think) four separate games - Bulge '44, Race for the Meuse '40, Stosstruppen 1918, and The Frontiers 1914. With six (or more) 22"x34" maps and over 2000 counters. Should be available mid '92? **VERY EXPENSIVE!**

3W 1944: SECOND FRONT ***

A strategic level game of the D-Day landings, and the subsequent Allied drive for the Rhine. Germany must attempt to stem the beachhead, failing that it can husband its strength for a later Ardennes-style counter-attack. The value of elite combat units is emphasized by the mechanics. With 400 counters (battalions, regiments, brigades & divisions) and a 22"x34" map (15 miles per hex). \$45.00

EASTERN FRONT**AH STORM OVER ARNHEM ****

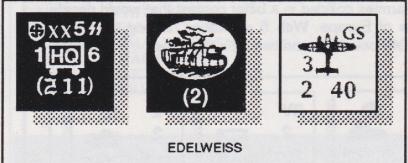
During Operation Market Garden the tenacious 2nd British Parachute Battalion established a fragile perimeter around Arnhem bridge. For four days they held at bay determined counter-attacks by Wehrmacht troops and SS panzers. This game recreates this heroic action using a system of quick-playing simultaneous movement & action-reaction assaults. With 224 counters (representing 12 men or 2-3 vehicles) & a 22"x32" mapboard (area movement). \$70.00

AH THUNDER AT CASSINO **

Vicious skirmishes raged across the steep, rubble strewn slopes of Monte Cassino, whilst in the shattered town below tanks & infantry fought for control of the streets. In the end the Allies would have 80,000 casualties, courtesy of the tenacious 1st Fallschirmjager Division. This game employs a quick simultaneous (area) movement system that maintains traditional action-reaction phases by using alternating fire or move impulses. Unique night & smoke rules promote an exciting game of maneuver and counter-attack. With 478 counters & a 22"x24" mapboard. \$60.00

OME EASTERN FRONT SOLITAIRE **

SOLITAIRE Strategic campaign game that features unique area movement rules & variable unit strengths. The Germans units represent infantry armies, panzer corps & army group HQs. The Soviets (non-player) employ fronts, shock armies, tank armies & garrisons. A playable yet challenging simulation. With a 23"x31" map & 200 counters. \$25.00



EDELWEISS

COA EDELWEISS ****

Recreates the invasion of the Caucasus in '42: two German armies attempt to capture the petroleum works deep in south-east Russia before the Soviets can counter their drive with a winter offensive. This is a definitive East Front simulation with excellent mechanics that feature demanding supply rules & peripheral partisan operations. Contains 4 scenarios, a campaign (with an optional variant-history Order of Battle), 720 counters & four 22"x34" maps. \$70.00

GRD FIRST TO FIGHT ****

EUROPA A reprint of *Cave White* - the German invasion of Poland. Contains the latest-edition mechanics, a Boot Camp introductory rulebook, 2 maps & 1232 counters that includes the complete '39 German Army (a Grand Europa feature that will continue with all the new games!). \$75.00

COA (THE) LAST VICTORY ***

In early 1943 the Russians thundered towards Kharkov, threatening to isolate Army Group South. Hitler, fearing another Stalingrad, dispatched Manstein with an elite force of SS panzers and the Gross Deutschland division. The Soviet offensive was shattered against this wall of steel, and the possibility of a stunning German victory was realised. Components include 1080 counters & four 17"x22" maps. Note - delays in restock may occur. \$50.00

JED (THE) WAR AT SEA Australian version *

A great introductory-level game that recreates, in a simple yet elegant manner, the naval war between the Axis and Allied fleets. Individual vessels, represented by 117 large counters, engage in battle for control of the North Sea, Atlantic, Mediterranean & Barrents Sea. *War at Sea's* mechanics promote a tight contest of cunning & bravado that even experienced players will find entertaining! \$30.00

AH (THE) WAR AT SEA American version *

The difference between this and the Aust. version (besides the price!) is cosmetic only - better box art, less abstract mapboard, a few extra rules, plus smaller counters. \$40.00

AH WAR AT SEA 2 **

This update kit contains a 22"x24" mapsheet (adding the Black Sea, the Caribbean Sea & the Cape of Good Hope), 80 counters featuring more German, Italian & Allied ships (7 Russian, 26 French, 3 Greek, etc), plus variant rules such as surface raiders, frogmen & X-Craft. Great! \$20.00

WARGAMES

PAGE 8

COA OPERATION FRIDERICUS ***

Uses the excellent Winter Storm system to cover Russia's premature spring offensive of May '42. Features a "nice ratio of force to space and offers both sides a chance to thrust and counterthrust." The mind boggles... TBA



AH PANZERBLITZ **

From blitzkrieg to bloody quagmire, the armoured might of Germany & Russia represented the cutting edge of tactical weapons technology. Their tanks were the feared knights of the mechanical battlefield, machines of war designed for mobility and destructive prowess alone. Features 12 scenarios of company-platoon level tactical combat. With 352 counters (which includes infantry, AT guns & light vehicles) and four 8"x22" mapboards. A classic. \$60.00

AH RUSSIAN FRONT **

Recreates Operation Barbarossa - Germany's attempt to add a huge slab of eastern real estate to its Empire. Players can choose between three scenarios, or the obligatory mother-of-all-campaigns. Features basic, advanced and optional rules, with the inclusion of naval and air assets. Combat occurs within the hex (units suffer incremental losses), and can take more than one round to resolve. With 518 counters and a great 32"x22" mapboard. \$65.00

JED RUSSIAN CAMPAIGN Series II *

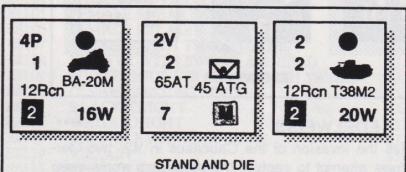
This simulation allows players to enjoy the desperate ebb and flow of strategic warfare in Russia without being encumbered by a plethora of rules. The award-winning mechanics capture the bold energy of Blitzkrieg and the chilling ferocity of winter warfare. With 252 counters and a 24"x22" mapboard. A very entertaining and hard-fought campaign game for both beginners & veterans. \$25.00

GDW STAND AND DIE **

Borodino, Oct. 1941 - lead elements of Hitler's military machine make a desperate lunge for Moscow before Soviet reinforcements, and a severe winter, finally blunt the offensive. Because of the high proportion of armored and motorised units, this is a very fluid game that presents an ever-changing tactical situation. Mechanics include air support, and engineers, plus substantial differentiation of the weapons involved. With 650 counters (company level), and two 19"x28" mapboards (500 meters per hex). \$120.00

GDW THE GREAT PATRIOTIC WAR **

Yet another game of the Russian campaign. This low complexity simulation allows players recreate the lightning offensives, massive encirclements, and vicious counter-attacks that characterised this brutal conflict. Across a vast landscape, and in cruel weather conditions, huge mechanised armies collided in a bitter contest that would decide the fate of Europe. With 5 scenarios, a long campaign game, 240 counters, and two 22"x16" maps. \$30.00



AH TURNING POINT: STALINGRAD **

Uses semi-simultaneous movement to re-create the dazzling initial German breakthroughs which almost won Stalingrad in the opening days of battle, only to be turned back by valiant resistance from the last defenders. Mechanics feature a unique battalion-level combat system (promoting sudden penetrations, overruns & costly stalemates), variable day-night impulses, high solitaire suitability, & optional Sudden Death Victory Conditions. With a lavish 16"x44" mapboard (area movement) and 394 counters. \$65.00

AH STALINGRAD EXPANSION KIT

Contains 96 counters and 120 game markers. These units are included in the original game's Order of Battle. \$12.00

GRD (A) WINTER WAR **

The Russian invasion of Finland, from Dec. 1939 to March '40. Will include a map, introductory & latest edition rules, plus two countersheets ("With extra goodies"). TBA



PACIFIC THEATRE

VIC BATTLE HYMN

SOLITAIRE Man-to-man combat between the tenacious Japanese and nuggety American Marines. The mechanics allow the Japs to respond tactically to all player strategies in an intelligent manner. All of the combatants controlled by the player are individually rated for initiative, perception, command & vehicle/weapons skills. With 8 scenarios, 218 counters, 3 maps (10 yards/hex), and 90 character-vehicle cards. Uses the same system as Ambush! \$70.00

VIC LEATHER NECK

Battle Hymn expansion set containing 4 comprehensive missions, rules clarifications & errata, 60 new Character-Vehicle cards, 108 counters and two 8"x22" maps. \$45.00

OME BATTLE OF LEYTE GULF **
BATTLE OF THE PHILIPPINE SEA **

SOLITAIRE In both of these tactical level naval-combat games the player controls the American forces while an uncomplicated Operational Events Booklet is used to develop a realistic enemy situation. TBA

VIC CARRIER

SOLITAIRE Covers the 1942/43 southwest Pacific naval campaigns. The game system mimics historical Japanese tactics based upon randomly determined objectives, missions & force strength. Mechanics include radar, night battles, air searches, surprise attacks, limited intelligence, an amusing "Final Countdown" option, scenario generation and much more. With a 22"x32" map (33 miles/hex) & 780 counters (individual ships or groups of 8 aircraft). \$85.00

OME CARRIER WAR

Strategic/operational level campaign game that covers the war from late 1941 to '44. Includes Allied & Japanese air, land & sea assets. The mechanics feature monthly turns, strategic bombing, airborne & amphibious operations, army intelligence, engineers, naval repairs, fortifications, air searches, submarines, solitaire-play options, and much more. With three levels of rules complexity, 7 scenarios, a big campaign, 800 counters and a 22"x30" map. \$60.00

OME CARRIER WAR EXPANSION KIT ***

This supplement extends the duration of the Pacific campaign through to May 1946. Features 400 extra counters, plus optional rules and several scenarios - including an alternate history exploring a lower level of US pre-war naval construction, and the invasion of Japan. TBA

FGA (THE) EAGLE AND THE SUN ***

Return of the monsters - this is a reprint of SPI's huge Pacific campaign game from 1941 to '45 (or '48 if you're feeling adventurous). Includes individual battle scenarios, plus a variant 'War in the 30s' game, for the less enthusiastic. Features distinct sea, air and land combat systems plus detailed mechanics for production and logistics. Contains seven 22"x34" maps & 3000 counters (with 75 type and never-built treaty ships). Due Nov. \$190.00

AH FLAT TOP

An exhausting and tense simulation of the Solomon Sea battles in '42. The hidden movement & aircraft endurance systems will test the skills of every player. Mechanics include variable aircraft ordnance, carrier & base readying & launch abilities, weather, high/low altitudes, interception combat, etc. Although often frustrating, patient players with a penchant for bookkeeping will really enjoy this. 5 scenarios, 1300 counters & a 28"x44" mapboard. \$60.00

AH MIDWAY

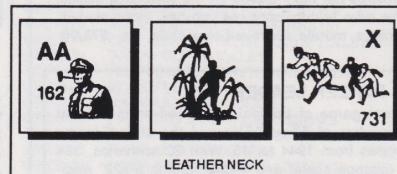
American and Japanese fleets ply the ocean in search of prey, their carrier-borne aircraft ready to blow the elusive enemy out of the water. This game features a nail-biting hidden-movement system whereby players must send planes on 'Search & Destroy' missions to flush out enemy vessels. With 3 levels of complexity, 235 counters, a 14"x22" Searchboard and a 14"x22" Battleboard. \$45.00

GMT OPERATION SHOESTRING ***

Company-level game of the battle for Guadalcanal. The air & naval conflict is fully integrated with the ground fighting. Mechanics feature engineers, Jap hidden units, limited US intelligence, close assault, bombardments, Banzai charges, automatic victory conditions, fatigue, supply, etc. With a 22"x34" map (1 mile per hex) and 600 counters. An evenly-matched contest for 1 to 4 players. \$65.00

VIC PACIFIC WAR

A meaty campaign game of the Allied struggle against Japan, from 1941 to '45. The Japanese player must move decisively, and prepare for the eventual backlash from a rejuvenated Allied war machine. But with a very astute strategy, and careful resource management, the Emperor will indeed be able to sip his green tea by the Sydney harbor. With 20 scenarios, 2340 counters, and two 22"x32" maps. Includes fully integrated air, land & naval mechanics, as well as a streamlined logistics system. \$100.00



FGA PACIFIC WAR CLASSICS Vol. 1 ***

Covers the battles for Tarawa ('43) & Saipan ('44) using a game system similar to GMT's Operation Shoestring. Although outnumbered, the Japanese were prepared to throw the Marines back into the sea at any cost - the fighting that resulted was brutal and uncompromising in its intensity. Includes the air & naval conflict, 960 counters, two 22"x34" & 11"x17" maps, plus a 17"x22" map. \$75.00

FGA PACIFIC WAR CLASSICS Vol. 2 ***

Will feature separate games on the battles of Pearl Harbor, Wake Island, Coral Sea, and Midway. Due early '92? TBA

FGA (THE) ROAD TO TOKYO ?

With a depression beginning to crush Japan's economy, its military leaders embark upon their campaign for empire - ten years earlier. Presents a variant 1930's Pacific war using a system similar to *The Eagle and the Sun*. TBA

3W SCRATCH ONE FLATOP! ?

A quad game covering the battles for Coral Sea, Santa Cruz, Eastern Solomons, and a solitaire Pearl Harbor. TBA

VIC TOKYO EXPRESS ***

SOLITAIRE A game of the desperate nightly naval battles fought off Guadalcanal in '42. The US player must select and employ task forces to hunt down Japanese merchants, but must be wary of prowling enemy warships. With 3 levels of complexity, a 2 player game option, 676 counters, one 22"x32" map and 120 Gunnery cards. \$80.00

AH VICTORY IN THE PACIFIC *

A *War at Sea* style Pacific war campaign game (1941-'45). The emphasis is on entertainment value rather than grueling mechanics. Play is fast-flowing and quite intense as players maneuver their land, air & sea assets over the 22"x28" (area movement) mapboard. Contains 318 large counters that concentrate on individual naval units. \$50.00

TSR WWII - PACIFIC THEATRE

A strategic-operational level campaign game that covers the conflict from 1937 to '45, including the peripheral land battles that were fought on the Asian mainland. Mechanics include island hopping amphibious operations, carrier raids, industry, and the impact of subs. Features monthly turns, 11 scenarios, 1200 counters, and two great 23"x34" maps (100 miles/hex). It can be played independently of, or in conjunction with **WWII - European Theatre**. \$80.00



WWII - PACIFIC THEATRE

POST WORLD WAR II**OME DESERT VICTORY**

Using the **Main Battle Area** system players conduct a platoon/section level conflict between the US 24th Mechanized Infantry Division and a Republican Guards brigade. An interactive sequence of play highlights the capabilities & limitations of the units & weapons involved. Mechanics include night fighting, air support/defense, engineer operations, NBC warfare & individual leader skills. Four levels of complexity, eight 10"x16" maps & 600 counters. \$50.00

VIC FLASHPOINT: GOLAN

Military posturing, political diplomacy & religious zealousness are the tools which players have at their disposal as they attempt to solve the uncompromising war of wills for the Golan. Initially it's Israel, Jordan, Lebanon, Syria, and the PLO who are the combatants - but other Arab nations may be drawn inexorably into the bitter conflict, with dire results for regional peace. Due ? \$70.00

AH KREMLIN

3 to 6 devious players attempt the treacherous climb up to the pinnacle of the Soviet Politburo. Power politics have never been so brutally humorous, as ambitious ministers vie for the position of Party Chief. The prospect of a sudden backstab from a ruthless comrade, and a one-way trip to the Siberian salt mines will keep everyone on edge. A satirical card-based boardgame. \$50.00

AH KREMLIN - REVOLUTION

Expansion kit for the 1923 12th Party Congress. 34 new Intrigue cards plus 26 historic personality cards. \$20.00

VIC (THE) KOREAN WAR

Operational-level simulation of the first year of the conflict. The North Korean invasion can be compromised by UN airdrops or an amphibious counter-invasion, but these in turn may unleash the Chinese hordes. Western firepower is pitted against a numerically superior enemy. With 520 counters, two 22"x32" maps and 6 scenarios. \$50.00

GDW (The) SANDS OF WAR (due ?)

Tactical game of combined-arms combat in the Mid East. Features 30 historical scenarios (from 1941 to '91, including the Arab-Israeli & Iran-Iraq Wars, plus Hussein's other folly), sixteen 11"x17" maps & 5 sheets of counters. \$70.00

GMT SILVER BAYONET

Vietnam 1965 - an NVA Division threatens to capture Pleiku from a stunned II Corps. The 1st Cav, fully airmobile but untried in combat, is rushed to the Central Highlands in an effort to arrest the enemy's momentum. This company level simulation includes automatic victory conditions, close assault, gunship support, hidden NVA units, limited US intelligence, etc. Contains 200 counters, a 22"x34" map, 12 scenarios & "What if?" variants. \$50.00

3W SS AMERICA

Case Gold - the Axis invasion of America. The armies of Germany, Italy & Japan are pitted against desperate US, Latin American and Commonwealth forces. Mechanics feature national morale, technological developments and specialised units. Scenarios include variable 1941, '44, '46 and '49 invasions. Contains 800 counters (representing regiments, divisions, corps, fleets & air groups) plus four 22"x33" maps (Alaska to Colombia). Special price! \$70.00

3W TOMORROW THE WORLD

In 1948 the world was divided between the empires of Germany and Japan, now these two super-nations and their foreign legions prepare for the ultimate conquest: total global domination! Features land, air, and naval assets, with optional rules for national rebellions & nuclear strikes. Contains 5 scenarios, 400 counters, a 22"x34" mapsheet plus an 8-page alternate history. \$40.00

AIR SUPERIORITY**GDW AIR SUPERIORITY**

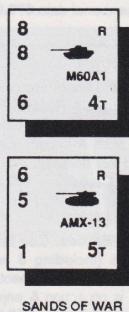
A superb simulator of modern tactical aerial combat. The 240 counters represent 30 different aircraft types, from the F-104S Starfighter to the F-19A Stealth Fighter. Contains four 10"x15" maps and 30 scenarios (3 solitaire). Game mechanics include gun combat, missiles, radar, electronic warfare, fuel consumption & weather conditions. Suitable for two-player, multi-player, or solitaire play. \$55.00

GDW AIR STRIKE

A supplement for **Air Superiority** that introduces air support & ground strike missions (bomb runs, strafing, etc), specialty aircraft and anti-aircraft defense. Features new rules covering terrain-following flight, 480 counters (32 new aircraft, 38 different AA systems & various ground targets), six 10"x15" maps, plus 25 scenarios. \$55.00

GDW DESERT FALCONS

Features 24 explosive Middle East scenarios (1950 to '80), the unforgiving proving ground of modern air combat tactics. Includes new optional & advanced rules, 120 counters plus 24 new aircraft Data Cards. \$18.00



SANDS OF WAR

**VIC VIETNAM 1965-1975**

This war would require both a military and political victory - the U.S. commanders had to contend with a wily enemy and the temperamental morality of the American population. Players require careful planning to win, as the game mechanics realise the manifold difficulties that the combatants faced. 780 counters & two 22"x32" maps. \$60.00

WORLD WAR THREE**OME AIRLAND BATTLES**

A reinforced U.S. forward deployed Corps clashes headlong with two 1st & 2nd echelon Soviet tank Armies. Units are at brigade & regimental level with air, artillery, electronic, engineer, chemical & missile support elements included. The mechanics simulate the difficulties associated with coordinating and sequencing disparate, hi-tech combat assets. With 600 counters and a 21"x32" mapsheet. \$40.00

AH ATTACK SUB

A simple and fast playing two-player card game of submarine warfare that utilises 48 Ship data briefs & 128 Action cards (which determine contacts, firing formulas, etc). 13 scenarios cover all manner of engagement, from lone subs stalking prey, to combined fleet engagements. A very entertaining 10 to 60 minute game. \$60.00

GDW BATTLEFIELD: EUROPE

With the collapse of Soviet power in Europe, the smaller nations unleash their long suppressed desire to reconstitute ancient borders. Contains 15 scenarios covering a diverse selection of conflicts between Rumania, Hungary, Turkey, Germany, Greece, Poland, the Baltic States, etc. With four 11"x17" maps and 700 counters (tactical level). \$60.00

GDW CAPTAIN'S EDITION HARPOON

Tactical naval combat boardgame that uses ship data cards (listing armaments, defense, electronics & movement) and standard counters. The basic mechanics allow novice players to concentrate on strategy. Fun! \$50.00



**VIC CENTRAL AMERICA**

South American gunship diplomacy; 16 scenarios detailing guerrilla, covert, insurgency & conventional military operations. This is a game of combined-arms conflict in rugged, sub-tropical terrain. With 780 counters (representing over 17 nations) and a huge 32"x22" map. Mechanics include Arclite strikes, tactical paradrops, amphibious assaults, weather, supply, and chemical warfare. **\$70.00**

GMT CRISIS: KOREA 1995

Features 12 scenarios - North Korean commando raids, US rapid deployment operations, UN pre-emptive strikes, etc. With 2 maps and 600 counters. Due early '92? **\$65.00**

OME ESCAPE AND EVASION

SOLITAIRE Tactical game of the trials and tribulations of a downed pilot returning to friendly lines. Uses a variable situation development system similar to **Ranger**. **TBA**

AH FIREPOWER

Man-to-man warfare in the European & 3rd-world environment. Recreates squad-level actions, concentrating on the impact of modern weapon systems and their effective deployment. Features squad organisation tables for over 50 nations. With 3 levels of rules complexity, solitaire scenarios, 216 counters (individual soldiers & vehicles), and four 8"x22" mapboards (5 yards per hex). **\$60.00**

AH FLIGHT LEADER

2 to 8 pilots engage in aerial dueling from 1950 Korea to the deadly airways over 1990's Europe. The rules allow for solitaire dogfights as well as complex multi-flight brawls. With fast-playing mechanics, 520 counters (over 200 aircraft types) and an amazing 22"x32" mapboard. **\$70.00**

GDW (THE) GATHERING STORM

Multiple players each control a world power, and disputes between them are resolved by economic, political and military means. Features a mounted map and plastic playing pieces. Due Dec? **\$120.00**

VIC GULF STRIKE 3rd Ed.

The battle for the Persian Gulf - plays at both operational and strategic level. Players must utilise land, sea & air assets into one effective combined-arms force to attain victory. Contains 1240 counters (representing 16 nations), four maps, multiple regional scenarios, and an update kit that covers the US-Iraq war & NBC warfare. **\$90.00**

GMT HORNET LEADER

SOLITAIRE The player leads a squadron of F/A-18 Hornets on a variety of missions - naval strikes, fleet air defense, ground attack, etc. Every mission runs differently when replayed, and each can be finished in under half an hour, with up to 5 hours required for each of the 9 campaign games. Contains 200 counters, 110 great illustrated cards and a 22"x17" Combat Display. **\$65.00**

**GDW LAST BATTLE**

Post WW3 squad-level battles in a devastated Europe overrun by anarchy. Recreates the desperate, brutal struggle for survival between the remnants of once great armies. Detailed man-to-man combat mechanics with an emphasis on leadership & unit cohesion. 302 counters, 64 vehicle cards, six 11"x17" maps and 9 scenarios. **\$30.00**

AH MBT

An excellent tactical game of European combined-arms combat. Mechanics include thermal sights, AT guns, missiles, artillery barrages, variable ordnance capabilities, gunships, minefields, smoke, barbed wire, entrenchments, camouflage, fighter-bombers, air mobility, unit integrity, troop quality, doctrine, command-control, etc. With 436 counters (squads & individual vehicles), four 8"x22" mapboards (100 meters per hex), 3 levels of rules complexity, and platoon/company/battalion organisational data. **\$70.00**

3W MODERN NAVAL BATTLES

A great card game for 2-6 players, where fleets are created using vessels from the US, UK, France & Russia. This is a fast-playing & very entertaining tactical representation of naval combat using surface ships, subs & aircraft. Each unit is rated for guns, air assets, and AA defense. With a 4-page rulebook, 55 Ship & 120 Action Cards. **\$40.00**

3W MODERN NAVAL BATTLES II

The campaign kit for **Modern Naval Battles**. Contains 110 new ship cards, 60 action cards (including 8 new types), and 7 warzone displays that enable deployment of purely national fleets. The emphasis is on action & enjoyment, with a myriad selection of strategy options. **\$50.00**

3W MODERN NAVAL BATTLES III

An expansion kit with 46 aircraft cards (including squadron cards), 49 ship cards, 20 Bad Luck! cards, 7 tactical cards, 47 action cards, 6 action-summary cards, 202 sister ship stickers and an 8 page rulebook (includes mines). **\$50.00**

THE FLEET SERIES

A superb set of modern naval combat simulations. Each counter represents individual vessels or aircraft squadrons. The time scale is 8 hours per turn while the map scale is 46 nautical miles per hex. The 3 levels of rules complexity are quite comprehensive, but not unwieldy, and cover everything from torpedo decoys & sea-skimmer SSMs to vessel replenishment & satellite detection.

VIC SIXTH FLEET

Naval conflicts in the oil-rich, volatile Mediterranean. Contains 644 counters (representing 16 nations), two 22"x32" maps, and 14 scenarios (including a campaign). **\$80.00**

VIC 2nd FLEET

The North Atlantic conflict - Soviet ships attempt to blockade Europe's supply routes. With 644 counters (from 7 nations), two 22"x32" maps, and 10 scenarios. **\$75.00**

VIC 7th FLEET

The Far Eastern Soviet fleet lashes out at Japan and her neighbors. Contains 740 counters (from 11 nations), three 22"x32" maps, 9 scenarios, and 4 campaigns. **\$85.00**

VIC FIFTH FLEET

Conflict in the Persian Gulf. Includes the variable alliances of India, Iran & Indonesia. With 740 counters (21 nations), three 22"x32" maps, 9 scenarios and 3 campaigns. **\$85.00**

VIC THIRD FLEET

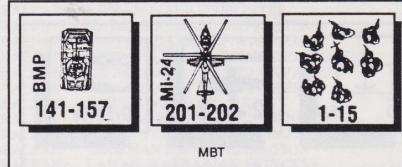
Covers operations in the North Pacific, the volatile Caribbean and the eastern Atlantic. Features 740 counters (from 15 nations), three 22"x32" maps, and 12 scenarios. **\$80.00**

JUST IGNORE THIS BLURB!

In the interest of keeping the layout neat I've dumped this pointless dribble here for purely aesthetic reasons.

AH TAC AIR

US & German forces must stop a Warsaw Pact invasion of the Hof Gap. Although the theme is dated, this is a damn good air-land game that captures the essence of fast moving & hard hitting combined-arms strategy & tactics. With 13 scenarios (from Brigade skirmishes to Divisional conflicts), 520 counters (battalions, aircraft flights & batteries) and a 32"x22" mapboard (1 mile per hex). Great! **\$70.00**

**GMT THUNDERBOLT-APACHE LEADER**

SOLITAIRE A fast-playing, colourful card-based game of close support missions in Europe and the Middle East, based on **Hornet Leader**. Due early '92? **\$60.00**

SUPREMACY**SUP SUPREMACY**

Two to six megalomaniac players each control a super-power whose inexhaustible avarice and political paranoia prompts it to seek global domination! Conquest is achieved thru a zesty blend of economic, political & military strategies - shrewd resource development can be just as vital as a naval blockade. Contains a 30"x20" gameboard, a fat wad of play money, 65 Resource cards, and a mass of plastic markers (for armies, fleets & nuke strikes) **\$90.00**

SUP RESOURCE DECK TWO

65 new cards that change the economic & strategic values of territories, thus transforming global planning. **\$25.00**

SUP THE FIELD MARSHALL'S HANDBOOK

An 84 page document containing questions & answers to basic play, variant game mechanics, guidelines to strategy & tactics, a 2-player system & tournament rules. **\$25.00**

SUP WARLORDS & PIRATES OF THE NEUTRAL ZONES

Neutral territories/seas now become the domain of militant regional forces that can harass or aid the players. **\$25.00**

SUP NEUTRON BOMBS & KILLER SATELLITES

New strategic weapons that will affect military postures & readiness. With Solos & Spaceports - 348 pieces. **\$40.00**

SUP THE MIDDLE POWERS

Two new strategic powers - the federation of Australasia & the Dominion of Canarctica. With 216 markers. **\$30.00**

SUP THE HIGH TECH EDGE #1

Introduces armaments upgrades for conventional military forces, plus rules for secret weapons research & national economic development. **\$30.00**

SUP THE HIGH TECH EDGE #2

Increases the power & range of a nation's strategic forces: nukes, L-stars, neutron bombs & killer satellites. **\$40.00**

SUP UNCONVENTIONAL FORCES

Introduces the sinister side of world politics: assassins, spies, saboteurs and exclusive, top-secret weapons - more subterfuge than you can poke a stick at! **\$40.00**

SUP FORTUNA

New cards and rules for 'News, Rumours or Acts of God': this introduces natural, economic and political disasters to the game - coups, plagues, droughts, etc. **\$40.00**

SUP COMMANDER IN CHIEF'S MANUAL

All the core & supplementary rules for Mega Supremacy in a binder, including **Miniatures of War** data. Due? **\$60.00**

SUP MEGA SUPREMACY MAP

A 4-colour 36"x54" global map packed in a protective tube. Designed for use with the **Miniatures of War**. Due? **\$50.00**

THE MINIATURES OF WAR SERIES

Boomer Subs (10) **\$20.00**; Main Battle Tanks (10+) **\$50.00**

Future releases: infantry fighting vehicles, helicopter gunships, airmobile tanks, bombers (strategic, tactical & stealth variants), jet interceptors, hunter-killer submarines, aircraft carriers, cruisers & amphibious assault ships.

SCI-FI GAMES

BATTLETECH

31st Century tactical combat. Five successor states vie for control of a war-torn galaxy, their main tool are Battlemechs: huge hi-tech weapon platforms bristling with an array of armaments & piloted by the military's elite - men and women who are the new knights of the battlefield.

FAS **BATTLETECH** 2nd Print **
Future war, conducted by awesome war-machines on the hostile terrain of alien planets. Battles are fought for water & the remnants of a lost technology. With 48 colour 'Mech counters, 120 markers, and two 22"x18" maps. The 2nd printing contains the 104 page Battletech Manual. \$35.00

FAS **CITYTECH** **
Urban combat rules for **BATTLETECH**. Introduces infantry and an array of conventional fighting vehicles. With 256 colour counters and two 22"x17" maps. Boxed. \$50.00

CITYTECH KIT

Same as above, but without the rules and box. \$25.00

FAS **AEROTECH** **
Introduces the mechanics for atmospheric & orbital combat using Aerospace fighters & Dropships. Contains 224 counters plus a 22"x36" map, boxed. \$40.00

FAS **BATTLETECH REINFORCEMENTS II**
Contains colour 'Mech counters plus record sheets for the weapons featured in the Tech' Readout #3050. \$40.00

FAS **BATTLEFORCE** **
Covers small unit actions in the 31st Century. Future warfare with formations of AFVs, infantry, air support assets, artillery and the much feared Battlemechs! Uses a system of hidden unit identity and multiple combat-ratings. With 450 counters (platoon/company level) and two 22"x34" maps. This is a complete game, not a supplement. \$60.00

FAS **THE SUCCESSION WARS** **
Five powerful, and power-hungry, Successor States of the Star League fight four stellar campaigns for the position of Star Lord. Contains 480 counters (with 115 'Mech Regiments), 48 Event cards, a wad of money and a 22"x34" map. This is a multi-player strategy game of bloody confrontations, mighty alliances and terrible deceit! \$60.00

FAS **BATTLETROOPS** **
A fast simulation of tactical platoon actions in the urban environment. 2 or more players engage in furious battles for the streets using individual soldiers, 'Mechs, vehicles & heavy weapons - here the once unstoppable 'Mechs become prey for smaller, faster predators! With four 22"x33" maps, 56 free-standing counters & 200 markers. \$45.00

CLANTROOPS

Boxed **Battletroops** expansion set that features rules for new types of terrain, Omni 'Mechs, and both Inner Sphere & Clan battle armour. Includes 16 scenarios, colour counters, and rural map sheets. Due Nov/Dec? \$30.00

FAS **SOLARIS VII** **
Boxed supplement for **Battletech** and **Mechwarrior** that details a world devoted entirely to gladiatorial contests. Features arena maps, street layouts, personality profiles of the premier stable patrons, and lots of courtly intrigue. More information next catalogue. \$45.00

UNBOUND

An adventure for **Mechwarrior** that includes an introduction to the **Solaris VII** campaign setting, and weapons variants for **Battletech**. Due Oct. \$15.00

SUPPLEMENTS

BATTLETECH COMPENDIUM Rule clarifications, new game mechanics, data on Star League/Clan technology, plus a combat system for miniatures and more. \$30.00

BATTLETECH 20 YEAR UPDATE Details Inner Sphere alliances and the beginning of the Clan wars. \$22.00

TECHNICAL READOUT #1 3025 Full game stats & tech data for 55 'Mechs plus smaller AFVs, aircraft, etc. \$25.00

TECHNICAL READOUT #2 3026 Details on infantry weapons, personal equipment, AFVs, ships, etc. \$27.00

TECHNICAL READOUT #3 2750 Earlier 'Mechs, aircraft, tanks, hovercraft, personal equipment & starships. \$25.00

TECHNICAL READOUT #4 3050 Information on Clan equipment, plus the Inner Sphere response. Includes construction, electronics, Omnitracers & BattleArmor. \$30.00

'MECH RECORD SHEETS #1: LIGHT \$16.00

Individual sheets for 54 'mech types, each with an Armor diagram, vehicle data, a critical hit table, and a heat scale. \$16.00

'MECH RECORD SHEETS #2: MEDIUM \$16.00

Details 60 'mechs, including variants of standard models. \$16.00

'MECH RECORD SHEETS #3: HEAVY \$16.00

Contains sheets for 72 'Mech variants.

'MECH RECORD SHEETS #4: ASSAULT \$16.00
Game data for 50 vehicles, including OmniMechs.

BATTLETECH REINFORCEMENTS Contains 'Mech record sheets for the **Technical Readout 3025**. \$16.00

BATTLETECH MAP SET Contains Six 22"x18" maps - 1 each of scattered woods, city ruins, desert hills, mountain lake, plus the **CITYTECH** & **BATTLETECH** maps. \$40.00

BATTLETECH MAP SET #2 Restock item that includes 2 additional maps: mountain stream with lake & hills \$30.00

BATTLETECH MAP SET #3 Eight 18"x22" map sheets depicting desert mountains (2), desert sinkholes (2), rolling hills (2) and city (residential) hills. \$35.00

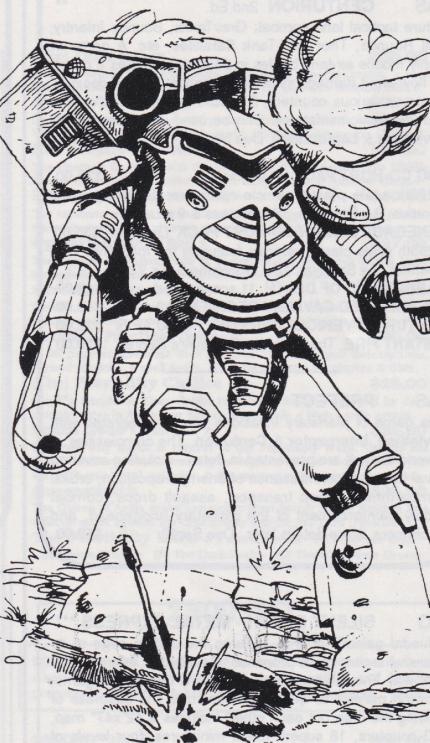
BATTLETECH MAP SET #4 Eight more 18"x22" maps featuring heavy forest (2), city streets (2), large lake (2), and drainage basin (2). \$35.00

CAMO SPECS Regimental painting guide. \$12.00

PLASTEC Sixteen 1/300th scale plastic 'Mechs - an ideal scale for use on the **BATTLETECH** map sets. \$35.00

OMNI 'MECHS BLUEPRINTS Four sturdy 22"x34" technical blueprints of Thor, Vulture, Mad Cat & Loki. \$25.00

BATTLETECH NEWSLETTER #3 Produced by one of our staff, this features streamlined miniatures rules that enable players to field forces of 20 or more 'Mechs without compromising playability. Updated to include ALL Readout 'Mechs (including AFVs & Clan equipment), new infantry rules, plus weighted credit-costs for all 'Mechs, etc. \$3.00



SCENARIOS

THE KELL HOUNDS 11 scenarios \$15.00

MORE TALES OF THE BLACK WIDOW Merc' leader Natasha Kerensky vs the Clans - 15 scenarios. \$18.00

THE BATTLE FOR TWYCROSS 15 scenarios \$18.00

RHONDA'S IRREGULARS 14 scenarios \$16.00

4th SUCCESSION WAR SCENARIOS 21 of 'em. \$18.00

NOVELS

EN GARDE Warrior Trilogy Vol. 1 \$10.00

RIPOSTE Warrior Trilogy Vol. 2 \$10.00

COUPE Warrior Trilogy Vol. 3 \$10.00

HEIR TO THE DRAGON \$10.00

WOLVES ON THE BORDER \$10.00

LETHAL HERITAGE Blood of Kerensky Vol. 1 \$10.00

BLOOD LEGACY Blood of Kerensky Vol. 2 \$10.00

LOST DESTINY Blood of Kerensky Vol. 3 \$11.00

WAY OF THE CLANS Legend of the Jade Phoenix Vol. 1 \$10.00

BLOOD NAME Legend of the Jade Phoenix Vol. 2 \$10.00

FALCON GUARD Jade Phoenix Vol. 3 Due Nov. ? \$10.00

See **MECHWARRIOR** (in Roleplaying section)
for more **BATTLETECH** related products.

LEA ALIENS

**

A 1 to 9 player adaptation of the movie: a tactical marine squad is sent to an outpost planet to confirm a Xenomorph (bug-hunt) report. The game has 3 scenarios taken from the movie, and includes full colour, free standing counters and stat-cards of the aliens and characters. Simple, but ferocious, rules with solitaire mechanics. \$50.00

LEA ALIENS EXPANSION

**

Includes new rules (face huggers, backup weapons, etc) & scenarios, plus a 33"x17" map of the Alien's labyrinthine nest - a maze of tunnels wherein lurks the hideous Alien Queen, ever eager for some tasty marines! \$30.00

IRO ARMORED ASSAULT

Tactical combat between future weapon-systems, including ocean vessels, subs, tracked AFVs, armored walkers, grav tanks, artillery, aerocraft, power armor infantry, etc. With 3 levels of complexity, 610 counters (130 in colour) & four 17"x22" maps (100 meters per hex). \$60.00

IRO ARMORED RESERVES

An 80 page magazine supplement featuring new combat armor variants, tracked & ambulatory vehicles, plus aerocraft. With 160 colour counters & 10 scenarios. \$22.00

WARS

CAR WARS DELUXE

**

Automobile combat on the freeways in the year 2040. Players design armoured & armed vehicles, then employ them to wreak havoc & bloody vengeance on the road. Contains 300 colour counters, 1 city map, 1 truck stop & 6 road maps. Includes pedestrians, trucks & bikes. \$55.00

CAR WARS

**

The original basic set - this mini-box contains 103 colour counters, a 64-page rulebook & two 22"x34" maps. \$25.00

CAR WARS CARD GAME

*

A fast-playing multi-player game of arena combat between armoured vehicles armed with machine guns, rockets, autocannons & flamethrowers. Contains 108 cards. \$35.00

ERODUEL

**

This boxed set contains two 21"x32" airport maps, a 44 page rulebook and 119 colour counters - everything from hang-gliders and jet-packs to airships & gunships. \$50.00

BOAT WARS

**

Mayhem on the waterways - rules for movement, combat & construction of boats, hovercraft & aquabikes. With four 21"x32" maps, templates, turning keys, and 100 colour counters. Includes sharks & other aquatic menaces, plus nifty Uncle Al gadgets (ie: explosive duck decoys). \$40.00

ACCESORIES

CAR WARS COMPENDIUM Second edition rules that include all of the material from every supplement. \$35.00

MINI CAR WARS A cute little introductory game with only 17 paper counters and some tiny roadmaps. \$2.50

VEHICLE DESIGN SHEETS 60 record sheets for cars, bikes & boats - with control/crash tables, etc. \$18.00

AADA Vehicle Guide - Vol. 3. Contains 78 new vehicle designs, from Division 5 to over 100, with counters! \$20.00

MIDVILLE Contains four big, linked 21"x32" maps that emphasize the central business district. \$30.00

CITY BLOCKS 1 32 geomorphic city sections \$15.00

CITY BLOCKS 2 32 extra 8"x8" city blocks \$15.00

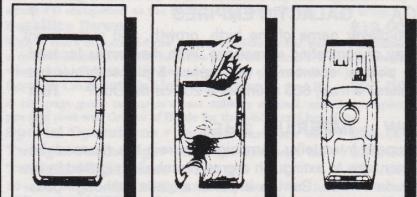
CITY BLOCKS 3 32 geomorphic arena sections \$15.00

CW EXP. SET #1 124 counters/24 road sections \$13.00

CW EXP. SET #6 156 black-and-white counters \$9.50

CW EXP. SET #8 Introduces Helicopters to the game. With 19 counters and two 21"x32" colour maps. \$13.00

MUSKOGEE MAYHEM A monster duelling track that has homicidal hitchhikers, cycle gangs, killer clowns & more! With 88 colour counters & four 21"x32" maps. \$35.00



TAS FEDERATION & EMPIRE 3rd Ed. ****
A complex multi-player game simulating a galaxy spanning war between the Klingon, Lyran & Romulan Coalition; and the Federation, Kzinti, Hydran & Gorn Alliance. Mechanics include epic fleet confrontations, economic growth & political goals. Contains an 80 page rule/scenario book, 1512 counters, plus two 19"x23" maps. Impressive! \$99.00

TAS FLEET PACK
The first **Federation & Empire** supplement features an 11"x17" mini reduction of the deluxe map, 432 extra counters and two player-folios (see below). \$27.00

TAS FOLIO PACK
Contains 6 player-folios, which simplify the bookkeeping required for fleet maintenance & empire economics. \$15.00

TAS CARRIER WAR - TOTAL WAR PART 1
Includes rules for swarms, auxiliary carriers, stasis field generators, space control ships, etc. With counters for every pod type, complete set-up charts & a scenario. TBA



FGA GALACTIC EMPIRES **?
Multi-player game of the birth, growth, and subsequent decay of competing sovereigns. With mechanics for leaders, politics, economics, plus space & planetary combat. Features a map, 600 counters & 200 cards. Due? TBA

GDW IMPERIUM 2nd Ed.
A superb interstellar campaign wherein the massive Imperium tries to extinguish a growing rebellion ignited by an impudent Terra. But the Imperial armada, although possessing incredible destructive potential, is virtually shackled by bureaucratic officialdom, and thus slow to gather its strength. Terra however, is an agile and fierce opponent which seeks a quick victory. With a 17"x22" mapboard and 350 counters, a game of variable playing length. \$60.00

AH MERCHANT OF VENUS *
1 to 6 daring galactic merchants set forth on an odyssey of discovery, and trade opportunities. This is an entertaining game of exploration and exploitation - players race across the void in search of alien cultures, meeting strange life-forms, and trying to rip them off! Optional rules introduce such niceties as piracy, armoured transports, alien invaders, and more. Includes 392 counters, 58 play-aid cards, and a 24"x22" mapboard. Quite recommended. \$65.00

STE OGRE & G.E.V. **
War 2085: a tank duel lasts only seconds, an entire battle ends in minutes. This is a sharp system of platoon-level tactical combat between an array of conventional weapons (powered infantry, tanks, hovercraft, missile artillery, etc) and the awesome Ogres (Synthetic Aggressors - huge cybernetic killing-machines). This is a combined re-issue of two classic & very entertaining games. With 187 counters, a 15"x13" map, plus another 13"x8" map. \$25.00

RENEGADE LEGION

FAS INTERCEPTOR **
The Commonwealth's battle against the tyrannical Terran Over-Lord Government and its New Rome empire. Tactical starship combat using detailed flow-chart damage rules & a wide selection of weapon systems. Includes history & ship data. With 156 counters & two 21"x35" maps. \$60.00

THE FIRE EAGLES Contains 15 scenarios. \$15.00
T.O.G. FIGHTER BRIEFING Data on 20 vessels. \$18.00
COMMONWEALTH FIGHTER BRIEFING \$18.00
DISTANT FIRE The battle for Gustav's Regret \$20.00

FAS LEVIATHAN **
A detailed game of tactical combat between awesome kilometer-long Capital Ships and smaller fleet support vessels. Includes a comprehensive damage system, two 22"x34" maps, 22 3D counters & 320 standard counters. Can be played in conjunction with **Interceptor**. \$60.00

LEVIATHAN CAPITAL SHIP BRIEFING Data on 55 battleships, cruisers, frigates & interceptor carriers. \$25.00
THE WAKE OF THE KRAKEN 15 scenarios \$18.00
DISTANT FIRE The battle for Gustav's Regret \$20.00

FAS CENTURION 2nd Ed.
Future tactical land combat: GravTanks, Bounce Infantry, Hell Rounds, Thor Anti-Tank Satellites, etc. A game of highly mobile air-land battles in 6830AD. Features a detailed flow-chart damage system & excellent vehicle designs. Contains various counters, 2 double-sided 21"x34" maps, and 36 plastic miniatures. Can be used with **Interceptor**, **Leviathan** & **Legionnaire**. Due Nov. \$50.00

TOG CO-HORT PACK Due Nov? \$35.00
1/285th scale plastic vehicle miniatures featuring: 18 x Horatius, 9 x Romulus, 18 x Aeneas & 9 x Lupis.
RENEGADE LEGION CO-HORT PACK Due Nov? \$35.00
1/285th scale plastic vehicles featuring the following: 18 x Liberator, 9 x Spartus, 18 x Wolverine & 9 x Viper.
HARBINGERS OF DEATH 11 scenarios \$18.00
2ND ARMORED CAVALRY REGIMENT 12 scen. \$18.00
CENTURION VEHICLE BRIEFING For 50 AFVs \$22.00
DISTANT FIRE The battle for Gustav's Regret \$20.00

FAS PREFECT **
This game of planetary invasions can be integrated with **Leviathan**, **Interceptor** & **Centurion**. The complexities of a world assault are presented in detail - including covering naval forces, reconnaissance of enemy disposition, orbital bombardment, troop transport, assault drops, combat supply, reinforcement of the planetary bridgehead, and much more. More details later. Due Sept? \$50.00

IRO SILENT DEATH - METAL EXPRESS ***
A feudal galactic empire, utilising the cutting edge of its offensive technology, is propelled into a brutal, internal political war. The rules advocate a quick & uncluttered game, allowing players to quickly get down to the business of blowing the crap out each other! Includes a 42"x47" map, 180 counters, 18 super metal miniatures, four levels of rules complexity, and campaign play options. \$60.00

IRO OVERKILL: THE PTOLEMEAN WARS
A campaign module of the Colosian invasion of House Ptolemy. With ship displays & 180 color counters. \$22.00
IRO BLACK GUARD

A 4 scenario module covering the final Colosian assault on the Ptolemy Homeworld. Includes Rules Annex 2.\$15.00



GDW SKY GALLEONS OF MARS **
A fun game of tactical aerial combat between the wooden cloud-fleets of the Martian Princes & the steel gunboats of the Royal Navy. Pulp sci-fi conflict, circa 1889 (Victorian era). Features 15 plastic miniatures, 56 counters, and two great 22"x28" maps. The mechanics are fast playing, offer numerous variant weapons; and include such details as altitude, ramming, boarding, air-mines, etc. \$60.00

SPACE CRUSADE

From beyond the Warp, forgotten starships infested with Chaos drift into imperial space. Most of these vessels been lost for thousands of years, and now they return bearing a cargo of corruption - Chaos abominations intent on destruction! It is the Space Marines' task to board these poisoned derelicts and cleanse them of their noisome inhabitants. Players equip and lead Marine squads against a host of Chaos spawn - components include 50 detailed Citadel miniatures (plastic), 12 scenarios, 3D bulkheads & doors, and much more. Highly recommended. \$70.00

SPACE FLEET

An introductory game of tactical combat between one or more Eldar & Imperial battleships. Features 4 plastic miniatures, and very simple rules that use a system of limited maneuvers, simultaneous movement, and accumulative shield damage. Nothing special, but quick 'n' easy. \$45.00

STAR FLEET BATTLES

TAS SFB BASIC SET

This boxed set contains a 224 page rulebook (with an introductory section), a 24"x20" starmap, 216 counters and a 48 page SSD book (vessel stats). SFB is a sprawling multi-player campaign game wherein 7 galactic empires compete in the exploration & conquest of space. Features a very detailed tactical combat system. \$65.00

TAS SFB CAPTAIN'S RULEBOOK

Features a 224 page Basic Set Rulebook (4th Ed.), a 192 page Advanced Missions Rulebook, a 48 page C1 Module (detailing the Hydran, Lyran & Wyn empires, with scenarios), a 64 page C2 Module (covers the Andromedans, Neo-Tholians & the ICS, with campaign details, etc), plus various reference charts, dividers & binder decals. \$80.00

ADVANCED MISSIONS

\$65.00
Expansion for the **Basic Set** that features a 192 page rulebook, a 144 page SSD book, and 216 counters.

CAPTAIN'S LOG #9

\$20.00
80 page book with scenarios, new SSDs, essays on tactics, a 20"x24" colour open-space map, and more.

CAPTAIN'S SSD PACK

\$40.00
A folio of all the Ship System Displays from the **Basic Set**, **Advanced Missions** & **New Worlds** series (Module C1-2)

NEW WORLDS I

\$30.00
Contains the 48 page C1 Module from the **Captain's Rulebook**, plus a 64 page SSD book, and 108 counters.

NEW WORLDS II

\$30.00
Contains the 64 page C2 Module from the **Captain's Rulebook**, a 48 page SSD book, and 108 counters.

TOURNAMENT BOOK 1991

\$12.00
Features tournament rules & Cruiser SSDs, player charts (turn impulses & damage/energy allocation), plus 216 counters (tournament ships, drones & plasma torpedoes).

SPACE HULK

The Emperor's elite Terminators descend into the dark confines of a massive derelict space hulk. Within this maze-like structure lurk hordes of Genestealers, poisoning the Empire with their insidious designs. The Terminators must prowl the cramped & rusting labyrinth, hunting the monstrous creatures that dare to challenge the power of the Emperor. Features fast-playing, and quite tense mechanics and 6 very entertaining scenarios. Includes 30 plastic 25mm miniatures. Highly recommended! \$65.00

DEATHWING

Expansion set featuring new rules (including a solitaire system, extra weapons, multi-level floorplans & a mission generator) a collection of corridor (13) & room (7) sections, 12 plastic 25mm miniatures, and six scenarios. \$60.00

GENESTEALER

Contains 15 plastic 25mm miniatures (Marine Librarians & Genestealer Hybrids with heavy weapons), 44 Psychic Combat cards, 8 extra-wide corridor sections, 3 geotiles, more scenarios, plus various templates. \$60.00

STAR FORCE TERRA - CONTACT

A colourful, fast-playing, multi-player card game of emerging empires fighting for real estate. Mechanics include planetary Marine assaults, colony sites, alien special abilities, etc. Components include 55 Starship cards, 120 Action cards, and 5 'Space Dice' (wow!). \$45.00

STAR WARRIORS

Tactical ship combat in the Star Wars universe. Sleek & deadly starfighters maneuver in the soundless void, desperately jousting with enemy vessels; the victor will endure yet another day of terror, for the vanquished there is but the frozen embrace of vacuum. With 3 levels of rules complexity, a 22"x34" map & 80 colour counters. \$45.00

FANTASY GAMES

GAM ADVANCED HEROQUEST

This product blends the quick-play aspects of board-games with the campaign detail and character of fantasy RPGs. Players create characters & send them into fetid labyrinths or chaos-infested temples in search of wealth. Adventurers can improve in skills and gain magical artifacts as they prepare for ever darker challenges. Contains 63 room tiles, various markers and 36 plastic 25mm Citadel miniatures. Includes solitaire rules. \$65.00

BLOOD BOWL
GAM BLOOD BOWL 2nd Ed.

Multi-racial fantasy teams play a very violent version of Gridiron, literally fighting for victory (and any other reason they can think off!). Components include a 28"x16" polystyrene playing field & 32 plastic 25mm miniatures. \$70.00

GAM BLOOD BOWL STAR PLAYERS

80 pg book with rules for star players (generation & skills), campaigns, injuries, mutants and mixed-race teams - includes stats for famous teams & large monsters. \$50.00

GAM BLOOD BOWL COMPANION

New rules (kickers, referees, cheerleaders, rerolls, fans, weather, magic, magic items, new balls, secret weapons & traps) and campaign mechanics (leagues, rosters, team creation, freebooters, dirty tricks, etc) - 80 pages. \$50.00

GAM DUNGEONBOWL!

Blood Bowl played in a dungeon! Players (Dwarven or Elven) move about using Teleporters, each searching for the ball hidden in one of the many trapped chests that lie scattered throughout the maze. Includes 32 plastic 25mm miniatures, sturdy laminated tiles & counters. \$60.00

AH DINOSAURS OF THE LOST WORLDS*

1 to 4 intrepid explorers are marooned on an Amazonian plateau where prehistoric creatures still survive! This is an entertaining game of discovery & dinosaur bashing, with a 16"x22" jungle mapboard, 60 cards, 65 colour counters & 15 great illustrated scenarios. Avalon Hill's most successful family-style game, recommended for a change. \$45.00



DRAGON PASS

AH DRAGON PASS

Depicts the War of Agrath's Return (a conflict between the races of Sartar & the Red Moon legions) on the continent of Glorantha (genesis of *Runequest*). This magnificent game boasts great character, and the diversity necessary for an epic fantasy campaign. Armies are constructed from all manner of strange beast & magical entity, as well as Godlings and the more mundane races. With a 22"x32" mapboard and 296 counters. Great value! \$50.00

TSR DUNGEON! 2nd Ed.

Individual adventurers, notched swords in hand or potent spells carefully memorised, explore monster-infested catacombs in search of vast treasures or mighty artifacts. This is a simple game for 1 to 12 young players. Features a 21"x35" mapboard, 250 illustrated cards (depicting characters, monsters, treasures, spells) & 6 plastic miniatures. An entertaining romp in the fetid underworld. \$60.00

FGA DUNGEON HEROES

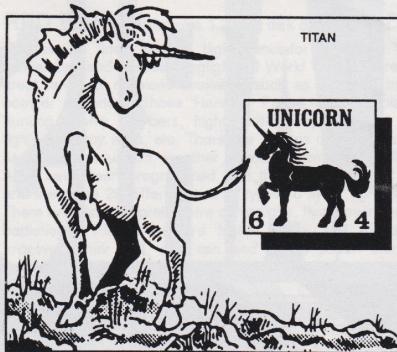
A real beer 'n' pretzels card game for role-players with hangovers, or lobotomies! Based roughly on the Modern Naval Battles system. With 200+ colour cards. Due ?TBA

GAM DUNGEONQUEST

1 to 4 lone adventurers search for a dragon's hoard in the eerie subterranean ruins of Dragonfire castle. Their quest for wealth is far from easy, as characters are estimated to have only a 15% chance of survival... 115 randomly selected room tiles ensure that every dungeon layout is different. Monsters, traps & treasure items are introduced to the players via a deck of 174 encounter cards. Contains 4 plastic miniatures and a 23"x22" mapboard. \$50.00

TAS KING'S BOUNTY

1 to 8 lone bounty hunters run around the fantastic world of Rhan in search of skulking fugitives. For those who succeed in capturing these elusive desperados the King will eagerly exchange them for a wad of play-money! TBA


MB HEROQUEST

1 to 4 bold adventurers plunge into an endless succession of dungeons, driven by avarice alone, they face the hideous hordes of Morcar the Evil Wizard. This is a great introduction to roleplaying games as it features rather similar mechanics (character sheets, a DM, room-to-room treasure hunting & monster slaughtering, etc). Components include thirty-five 25mm plastic Citadel miniatures, various bits of furniture a colourful mapboard, etc. \$60.00

MB KELLAR'S KEEP

Module 1 The Emperor, besieged in the ancient tunnels of Karak Varn, must be rescued before his royal flesh becomes Orc dung! Features plastic miniatures (8 Orcs, 6 Goblins & 3 Firimir), 10 adventurs, plus new overlays. \$15.00

MB RETURN OF THE WITCH LORD

Module 2 In a subterranean fortress beneath the fallen city of Kalos lurks the Witch Lord, and his undead minions. Includes plastic miniatures (4 Zombies, 8 Skeletons & 4 Mummies), 10 adventurs, plus various new overlays. \$15.00

(THE) KING'S CHRONICLES

A strategic game of mythical Middle Ages empire building. Mechanics include tactical combat resolution, exploration, economics, magic, political intrigue, seige warfare, leaders, questing adventurers, etc. Features 1440+ counters (priests, knights, rangers, spies, dwarves, elves, orcs, trolls, undead, et al) and four 22"x34" maps. Due '92. TBA

MACHO WOMEN
BTRC MACHO WOMEN WITH GUNS

This bizarre production is a simplistic beer 'n' pretzels marriage of RPGs and wargames. The title aptly encompasses the rather shallow theme of play: Step 1 - create svelte female characters, Step 2 - arm them to the teeth, Step 3 - put the risque counters on the map and blow the crap out of everything that moves! With 10 pages of rules, two A4 maps, 52 counters, and a 4 page scenario. \$8.50


BTRC RENEGADE NUNS ON WHEELS

Armed with Uzi's & the blessing of the church, the sisters of Our Lady of Harley-Davidson ride forth to combat the wicked degenerates & monstrous mutants that roam the streets of America. Contains 52 counters, four A4 maps, and 10 pages of rules. Can be played alone. \$8.50

BTRC BATWINGED BIMBOS FROM HELL

In the introduction it says "Armed with wings, weapons & cleavage", whilst on the back page one can read "They're bad, they're brash, and they're mercifully free of the ravages of intelligence" - what more could any serious, respected & dedicated gamer ask for? Contains 39 counters, one A4 map, and 10 pages of complete rules. \$8.50

BTRC THE FINAL CHAPTER (Part One)

New rules, skills, scenarios & counters for MWWG - plus a separate game wherein 90-year old survivors of WWII must battle to the death for food in a brutal rest-home bomb shelter. With 44 counters & 11 pages of rules. \$8.50

AH MAGIC REALM

Heroic pulp fantasy for 1 to 16 players - each of whom controls a character whose base ambitions involve being very rich and powerful. Very detailed game mechanics include 7 levels of complexity, multiple character abilities, a comprehensive combat system (fatigue, maneuver, etc.) and a host of classic beasts. Components feature 20 land tiles (used to create variable terrain settings), 121 cards (spells & treasure) and 476 counters. An epic game of perilous adventure not for the faint of heart. \$50.00

TSR MERTWIG'S MAZE

2 to 9 players lead a party of adventurers through various 'dungeon' settings in search of treasure, and a chance to inherit the throne. An entertaining game that was designed by Tom Wham as a tutorial for D&D. Contains 196 cards (for characters, monsters, weapons, magic items, spells & treasure), eight 11"x8" Adventure Area maps and a 25"x21" wilderness map with the obligatory township (gotta spend that treasure somewhere). \$27.00

TALISMAN
GAM TALISMAN

2 to 6 adventurers travel a magical world in search of the Crown of Command. Along the way they will collect a horde of treasure, attract loyal followers, purchase equipment, win priceless magic items & suffer horrendous wounds from a plethora of ferocious beasties! With 182 colour cards & a beautiful map. Very entertaining. \$35.00

GAM TALISMAN: THE ADVENTURE

56 cards - more Spells, Monsters, Spirits, Strangers, Places, Equipment, Magic Objects, Followers, Events & 6 new Characters. Plus 6 large character sheets and 6 alternative game endings (both nasty & fun). \$27.00

GAM TALISMAN EXPANSION SET

70 new colour cards (14 new Characters, etc.). \$27.00

GAM TALISMAN: THE DUNGEON

Now players, in their quest for ultimate power, can enter new depths of subterranean adventure, and terror. Features 54 cards (14 new characters & many new dungeon-dwelling beasties!) and a 11"x16" mapboard. \$40.00

GAM TALISMAN: TIMESCAPE

A parallel alien world based on the WARHAMMER 40,000 Universe! Introduces new Science-Fiction characters, hi-tech treasures, galactic followers, and hideously nasty star-spawned creatures! Also contains 62 colour cards (8 new characters) and a strange mapboard. \$40.00

GAM TALISMAN CITY

Features a map that is used as an extension to the city on the original TALISMAN board. Includes shops, taverns (yeah!), a smithy, etc. There are six new characters, plus illustrated cards for street encounters, spells, purchases, arrest warrants, and other such civilized things. \$40.00

AH TITAN

2 to 6 Titans battle for domination with armies of mighty heroes, monsters & powerful wizards. Each player's goal is the total elimination of the opposition, thus each game becomes a vast slugfest between fantastic legions. Uses strategic movement with a tactical combat resolution system. Contains 621 counters, a 16"x22" master mapboard & eleven 8"x11" Battleground maps. Great! \$65.00



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SOLARIS VII IS A BOXED SUPPLEMENT
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MECHWARRIOR!

BATTLETECH®
THE GAME WORLD

PRE WORLD WAR I**BATTLES OF THE U.S. CIVIL WAR vol 1 SSG**

Six scenarios, from the War between the States - the first Bull Run, Shiloh, the second Bull Run, Antietam, Fredericksburg and Chancellorsville. With an easy-to-learn menu system, plus the 'Warplan' wargame construction set and the 'War Paint' graphics editor for detailed scenario creation. This is the first program of a very detailed military history trilogy that represents the definitive computer-study of the U.S. Civil War.

C64 - \$45.00 APPLE - \$45.00 IBM - \$45.00

BATTLES OF THE U.S. CIVIL WAR vol 2 SSG

Covers the war's middle years, with scenarios of the battles for Chatanooga, Chickamauga, Gettysburg, Gaines Mill, and Stones River. The American Civil War was becoming more drawn and closely contested - success purchased with blood & determination now could later determine the conflict's ultimate victor. Once the scenario mix is exhausted players can create their own with the 'Warplan' & 'Warpaint' programs.

C64 - \$45.00 APPLE - \$45.00 IBM - \$45.00

BATTLES OF THE U.S. CIVIL WAR vol 3 SSG

This last program of the Civil War series features the final savage years of the Confederacy. The scenario mix recreates the battles for Spotsylvania, Atlanta, Franklin, Wilderness Tavern, Cold Harbour, and Nashville. These were desperate, vicious engagements where a bold or miraculous strategy could bring sudden victory - and an end to the war. Also includes the 'Warplan' and 'Warpaint' scenario creation system.

C64 - \$45.00 APPLE - \$45.00 IBM - \$45.00

CENTURION

This wargame focuses upon Ancient Rome, in the days of Augustus Caesar. One of the most addictive and pleasing aspects of the game are its great visual graphics. You begin the game as a centurion, leading one legion, but as you progress up the ranks towards being Caesar, you can eventually command up to ten legions. As you enter each new territory, you will see a stunning shot of that part of the ancient world, and one of their native leaders. You can attempt diplomacy, intimidation, or go for war. Battles are simple but deadly, and the path up the ranks is invigorating. When enough wealth is accrued, you can also build a fleet, load up the troops, and go after Great Britain, coastal Africa, etc. You will see a shot of triremes straight out of BEN HUR. You will also need to stage gladiatorial and chariot pageants, in order to placate your residents, and this is done with arcade action. And if you are a master of diplomacy, you will see a side of Cleopatra not many will see...

IBM - \$30.00 AMIGA - \$60.00

GOLD OF THE AMERICAS

Covers the violent evolution of the American continent - from discovery by Columbus to the War of Independence. England, France, Spain and Portugal all squabble and compete over the new lands. Accommodates up to four players, or can be solitaire. The historical game or a random game can be played. Players will need to preside over matters of naval trade or aggression, discovery of the new lands, colonisation of those lands, development of colonies, raids upon or conquering enemy colonies, and so on. If you demand too much of your colonies, their loyalty will reduce, and they will eventually rebel - and cause the American Revolution in effect. A good, playable game.

IBM - \$45.00 AMIGA - \$45.00

MEDIEVAL LORDS

In this medieval simulation, you play the part of an influential adviser to a King, Emir, Sultan, Khan, Caliph or Duke. The game goes from 1028 AD - 1530 AD, and thus follows the entire medieval period, including the Crusades, Norman conquest of England, Mongol invasion of Asia and Europe, the Turk conquest of Byzantine, and so on. The map is huge, covering North Africa, all Europe, and the Middle East. As an adviser, you manipulate (and practically control) and political, economic, and military elements in your home country, as you strive to strengthen and expand your lord's empire. The game can be played solitaire, or up to 10 human players and 6 computer players.

IBM - \$60.00 C64 - TBA

WORLD WAR I**DIPLOMACY**

This is the official computer version of Avalon Hill's classic multi-player game of the political and military turmoil leading up to the Great War. Can be played solitaire, or with up to seven human or computer players. The game contains a superb CGA map, with crisp details. The ordering system is simple, and the game is highly recommended for multi-player games. And one of the greatest attractions of the game, is that it can be used to resolve the turns of the board game - simply type in each player's turns, and the game will resolve them in 5 seconds,

and even print out what happened if required. Much better than spending half an hour with pen and paper!

IBM - \$45.00

RED BARON (requires 1.2 meg disk drive)

This is the finest tactical flight simulator dedicated to the exhilarating and reckless dogfights of World War I. There are a great range of missions available, such as Zeppelin hunting, bomber escorting (those Handley Pages are big planes!), hunting enemy bombers, night interdiction, individual duels, fighting enemy aces, etc. There are dozens of variables, such as tracer ammunition, weather effects, enemy pilot skills, etc. Aces have been programmed with their own historical skills, and there are 28 different aircraft types to fly or fight against. There are also comprehensive campaigns, flying over historical battlefields! Players receive higher ranks and medals for improving their skill, and can end up in prison camps or hospital. The 200 page manual is filled with maps, color plates, historical backgrounds, and so on.

IBM - \$80.00

WORLD WAR II**BATTLEFRONT SSG**

A recreation of multi-theatre corps-level battles. The game features a comprehensive range of military formations, (from hardened combat units to battlefield support and supply), in a complete and accurate environment. Includes four scenarios set in Crete, Stalingrad, Saipan, and Bastogne: plus a detailed scenario design kit for the creation of optional conflicts.

C64 - \$45.00 APPLE - \$45.00

BATTLES IN NORMANDY**SSG**

Eight scenarios allow you to recreate the momentous battles that established the Normandy Bridgehead. Direct the massive Allied invasion of France in June 1944, then command the bold mechanised thrust inland that marked the beginning and the end for the Third Reich. Features the same quality mechanics that BATTLEFRONT boasts (such as support/supply elements plus command-control), and includes a design application for the creation of variant scenarios.

C64 - \$45.00

DYN**EUROPE ABLAZE**

A package of three scenarios, each representing a particular style of operation that characterised the European air war from 1939 - 1945, from the desperate Battle Of Britain to the awesome destruction unleashed by the Allied bombing runs over Germany. Every detail of the bitter fight for the skies is provided, including cloud cover, weather, flack, and Nazi jets. Also features an optional scenario design kit.

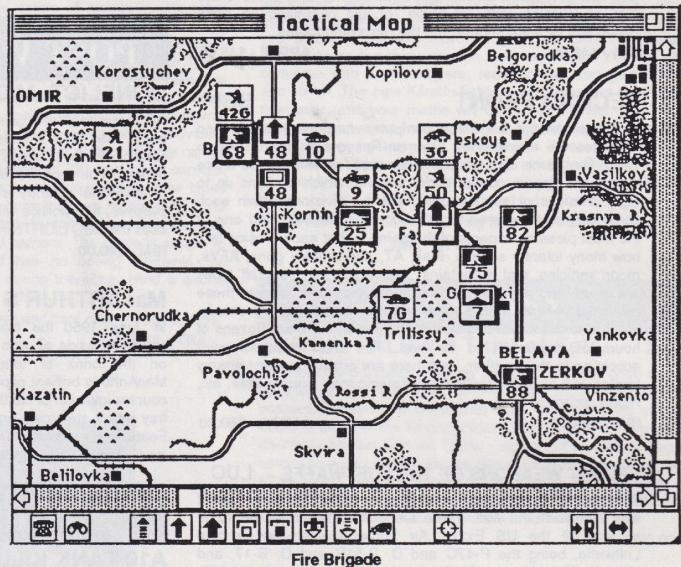
C64 - \$42.00

SSG

APPLE - \$42.00

FIRE BRIGADE

The struggle for Kiev in 1943 was one of the most decisive and mobile battles of the entire Eastern Campaign. The assault by the elite 3rd Guards Tank Army threatened to split the entire German Front and isolate Army Group South. Black's hardened 48th Panzer Korps (the infamous Fire Brigade) was committed

PAN

Fire Brigade

for a counter attack in a desperate bid to gain the initiative. This is an award winning Australian game that features great graphics, variable skill levels, and a tutor program.

IBM - \$44.00 AMIGA - \$45.00 MAC - \$45.00

HALLS OF MONTEZUMA**SSG**

From the capture of Mexico city in 1848, through two World Wars, Korea, and Vietnam, the U.S. Marine Corps has a combat record second to none. This is a multi-scenario computer history of the Marine Corps' most testing battles. The mechanics are based on BATTLEFRONT system, and includes WARPLAN game design option, and WARPINT, which gives complete graphic control over the icons. Good detail.

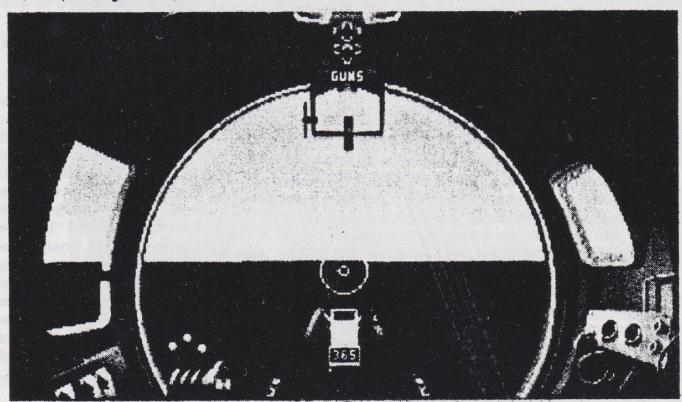
C64 - \$45.00 AMIGA - \$45.00 IBM - \$45.00

PANZER BATTLES**SSG**

Combined-arms strategic action from the savage, mechanised killing fields of Russia - the battles include Minsk '41, Moscow '41, Kharkov '42, Prokhorovka '43, Kanev '43, and Korsun '44. Each of these scenarios can include several historical variants (the ubiquitous 'What if?') and players are able to control the icon graphics. These is also the DYO scenario kit. With low complexity and fast playing mechanics.

C64 - \$45.00

IBM - \$45.00



Secret Weapons of the Luftwaffe B-17 chin turret

ROMMEL: BATTLES FOR NORTH AFRICA SSG

The Italian army has been routed out of Egypt: the Germans respond by dispatching a small, albeit elite force, to try and stem the Allied advance. For the next two years, outnumbered and poorly supplied, this Africa Corps outwitted and out fought all of its opponents. ROMMEL recreates the furious and sometimes chivalrous, battles for the desert with nine scenarios - from the entire Syrian campaign to a hypothetical invasion of Malta, plus all the necessary accessories for the construction of variant engagements.

C64 - \$45.00 APPLE - \$45.00

IBM - \$45.00

RUSSIA - GREAT WAR IN THE EAST SSG

Detailed simulation of the vast war in the East - from the initial seemingly unstoppable armored drives towards Moscow, to the desperate, exhausted defence of a battered Berlin. The game contains a lengthy campaign with several small scenarios for less indulgent gamers. The player can either control the entire Axis or Russian order of battle, or just command an Army Group and let the computer run the remaining forces.

C64 - \$45.00

APPLE - \$45.00

SECOND FRONT SSI

In my opinion, this is the best computer wargame available, and recreates the entire WW2 German-Russian war, from 1941 to 1945. The game contains four scenarios, as well as the entire campaign. Players control corps, each of which contains up to eight divisions or support units, but the divisions within each corps can be transferred to other corps if desired. And one of the most pleasing aspects of the game is that each division lists how many infantry squads, Flak, AT, and artillery guns, AFVs, recon vehicles, that it contains. Actual AFV and aircraft types are given, and all losses in combat are recorded down to these individual vehicles and squads. Game mechanics are simple, but due to the enormous size of the game, there are dozens of hours of enjoyment to be had. The map changes color according to the weather, and there are options to paint enemy territory red or black, tactical or strategic map, supply lines, etc. Highly recommended.

IBM - \$60.00

AMIGA - \$60.00

SECRET WEAPONS OF THE LUFTWAFFE LUC

Believe it or not, this game has finally decided to arrive - and it was well worth the wait. There are eight different planes to fly as you pit the US Eighth Air Force against the German Luftwaffe, being the P-47C and D, P-51B and D, B-17, and ME-109, FW-190, Me163 Comet, Me262, and the Gotha-229. The game stretches from 1943 till 1945, with a hypothetical period following 1945, assuming that the Germans had managed to continue the war and put the experimental Gotha into the air. Each plane has digitised cockpits that are an improvement even over those of THEIR FINEST HOUR, time compression can now go up to 16 times, there are six campaigns, (3 German and 3 US), each with up to 30 or so missions. There are also tours of duty available for each plane type, consisting of around 400 missions, plus another 40 or so historical missions, plus a simple to use mission-builder, allowing you to make ANY mission at all. Altogether, there are around 500 ! missions to fly. And as well as gripping dogfights and bomber hunting, you can now also attack numerous ground targets, including bridge busting, airfield strafing, V1 and V2 launching site raids, and attacks against factories, research sites, oil refineries, flak gun positions, etc. These can be destroyed by bombs, rockets, or simply strafing.

Requires: 1.2 meg floppy, and hard disk.

IBM - \$70.00

AMIGA - TBA

STORM ACROSS EUROPE SSI

A 1 to 3 player simulation of the battle for Europe, at a grand strategic level. Features include both the military and economic aspects of the entire campaign. Resources collected via land acquisition are allocated to a nation's military production or weapons research. Conquest of the continent requires both patient preparation and bold strategies. To win players must ably command the entire spectrum of WW2 warfare: land (armor, mechanised & infantry corps), sea (amphibious operations, U-Boat campaigns, convoy raiders, fleet allocation), and air (paratroop assaults, air superiority, and strategic bombing).

IBM - \$30.00

AMIGA - \$46.00

THEIR FINEST HOUR LUC

This is without doubt one of the finest historical flight simulators available. The game focuses upon the Battle Of Britain in 1940, and players can fly Spitfires, Hurricanes with the English, or ME 109s, Stukas, ME 110s, and three types of bombers with the Luftwaffe. Each planes has its own historical cockpit, depicted with superb graphical detail, and each plane performs as in real life - the Spitfire is the fastest plane available, but the ME 109 can outclimb it; the Stuka flies like a cow, but is dead easy to achieve a hit with dive bombing, and on the German bombers and twin engine fighter, you can be either pilot, bomber, or any gunner, and each of these can be put on automatic. There are 64 set missions, plus a campaign, which is totally at your discretion, and there is a simple mission design package, which allows you to make unlimited missions! The game is not too difficult, but has five levels of skill, and guarantees to give dozens if not hundreds of hours enjoyment.

IBM - \$70.00

AMIGA - \$70.00

WESTERN FRONT SSI

At long last, players delighted by the SECOND FRONT gaming system can now relive the Allied D-Day invasion and following liberation of Europe in WW2, using the most detailed and most playable computer system developed. For one or two human players, including a play by mail option, players move about corps sized units, but can choose which divisions and support units are placed in those corps. The computer or player can control all aspects of production, including what AFVs, guns, aircraft to manufacture, strategic bombing of Germany, and combat losses are listed down to individual AFVs, guns, and infantry squads. All of Western Europe, including Italy, is covered by the Campaign Game, and there are three scenarios utilizing small map areas, such as the Battle of the Bulge, Operation Overlord, the Breakout from the Beachhead, and Diadem, an offensive in Italy. New are Political Points, which limit such things as strategic bombing, unit transfers, etc.

IBM - \$60.00

AMIGA - TBA

POST WORLD WAR II**CONFLICT: MIDDLE EAST SSI**

An operational level game of two Arab-Israeli wars, the first one being the 1973 Arab/Israeli War, and a hypothetical 1990s conflict. Each scenario has six difficulty levels and multiple options. You control every aspect of the land and air war, down to individual infantry squads, vehicles, and guns. Weather, supplies, and politics will also affect your decisions. This game uses the RED LIGHTNING game system.

IBM - \$60.00

AMIGA - \$60.00

MacARTHUR'S WAR: KOREA SSG

In June 1950 the North Korean Army surged Southward, sweeping aside all who opposed them, and were thus poised on the brink of total victory. The UN intervened, and MacArthur's brilliant capture of Seoul was followed by the rapid counter invasion of North Korea. Chinese forces then joined the fray with a stalemate on the 38th Parallel being the end result. Features 8 scenarios that cover the war's decisive conflicts.

C64 - \$45.00

APPLE - \$45.00

IBM - \$52.00

WORLD WAR III**A10 TANK KILLER DYN**

This is a superb flight simulator of the U.S. tank buster, the A10. Graphics in the game include an accurate digitised cockpit, superb ground detail, with iron-girder bridges, roads, towns, supply dumps, hills (which are easy to crash into!), airfields, and so on. The A10 has an awesome load of weaponry, designed to deal with each of those target types, MAV to deal with AFVs and landed aircraft, LGB to deal with buildings and bridges, SID to deal with MiGs and HINDs, ROC to deal with convoys of trucks or AFVs, and DUR to destroy those airstrips, and of course, the 30mm chain gun! The only short fall in the game is a total of 7 scenarios, plus a campaign, but each scenario has three levels of play, and the A10 can be set at "invincible" or "normal" - which is extremely dangerous, as you are not allowed to fly higher than 300 feet! External views of the A10 even include changing light, in reference to the sun's position!

IBM - \$70.00

AMIGA - \$70.00

F-19 STEALTH FIGHTER MIC

This is the flight simulator for the F-19 Stealth Fighter. Graphics are unfortunately a little crude, but as the plane is still top secret, no accurate data has been revealed as yet upon the plane's cockpit details. However, the game mechanics are very pleasing, and you will have the option of undergoing dozens of missions, in several different theatres, including the Middle East. And depending upon their complexity, missions can take an hour or more to play, and will require great skill, and therefore the game will give many hours of satisfaction. And players will be enthralled by being able to hunt down and destroy MiGs and other planes, without the other aircraft even seeing you!

IBM - \$110.00

AMIGA - \$90.00

HARPOON**360**

With this modern naval combat simulation, World War III begins, and the NATO Task Force in the GIUK Gap is ordered to hunt down and destroy their Soviet counterpart. The paramount objective is to neutralise the enemy as cheaply as possible, and in this age of precision armaments, elaborate electronics & very fast delivery systems, deft leadership is a vital prerequisite. Every asset, no matter how formidable, is vulnerable to enemy fire - thus prudent tactics & shrewd manoeuvres are the keys to victory. Over 100 contemporary vessels are included, of ships, submarines, and aircraft, each comprehensively described in technical specifications. This is based on GDW's miniatures rules, and retains its sense of awesome power and predacious cunning, but is thankfully unburdened by prolific book keeping! Features 12 scenarios.

IBM - \$70.00

AMIGA - \$70.00

HARPOON BATTLESET #2 CONVOY 360

This scenario disk focuses on operations in the North Atlantic theatre. America's convoy routes to Europe are vital for NATO's offensive capabilities, and as a consequence, the control of the Atlantic is of immense strategic value. Soviet submarines are the major threat in this conflict, plundering mercantile shipping and disrupting the coastal regions of North America. Includes the French and Spanish navies. Players have the option of controlling either NATO or Soviet forces. Requires 1.2 disk drive.

IBM - \$46.00

AMIGA - \$46.00

HARPOON BATTLESET #3 360

This contains 16 scenarios set in the summer of 1990, in the Mediterranean, including the Middle East, including 60 new ships, such as hydrofoils, helicopter cruisers, submarines, attack helicopters, MiG 25s, mirage fighter bombers, etc. Countries include France, Italy, Greece, Turkey, Israel, Egypt, Libya, Syria (with Iraq), USA, and USSR.

IBM - \$46.00

AMIGA - \$46.00

HARPOON BATTLESET #4 360

IBM - TBA

AMIGA - TBA

HARPOON SCENARIO EDITOR 360

This battleset design tool enables the Harpoon enthusiast to totally control the combat environment. New or modified scenarios can be created or customised from existing & future battlesets. Players have variable control over geographical location, weapon types, air & naval asset allocation, fleet structures, the rules of engagement, local weather conditions, enemy operational orders, starting positions, victory conditions, scenario duration, and the nuclear threshold. An analysis feature automatically runs a diagnostic on all scenarios.

IBM - \$50.00 AMIGA - \$50.00

OVERRUN! SSI

A clash of arms for the control of Europe. With 50 yards per on screen square, and every symbol representing one AFV, gun, or infantry squad, and ammunition expenditure is resolved right down to the last rifle round! Every type of weapon system is included for play (up to and including T-94, FOG-M & ADATS). Vehicles are rated for frontal, side, & top armor values against both HEAT and kinetic rounds. Play includes a mega-Europa campaign, and smaller scenarios.

AMIGA - \$50.00

SSI

SCIENCE FICTION**BUCK ROGERS Countdown to Doomsday SSI**

This game has been designed by the same team that brings us the AD&D computer games, and though the Buck Rogers universe may not appeal to most RPGers, this computer game contains superb graphics throughout, and is a tough adventure to crack! It is the year 2456, and the solar system has been colonised. The inner worlds face a bleak future under the draconian rule of RAM, a powerful Martian based organisation, who is breeding many types of killer organisms, including vicious xenomorphs with GENESTEALER characteristics - if they sting one of your members, they will be taken over. Your party of six adventurers, serving NEO, must strive to find the secret behind these deadly creatures, and save NEO and the solar system. Highly recommended. Hard disk or two floppies required on IBM version. Note special price.

IBM - \$30.00 C-64 - \$40.00

AMIGA - \$30.00

BUCK ROGERS II Matrix Cubed SSI

IBM - TBA

CRESCENT HAWKS INCEPTION INF

All you BattleTech fanboys better gird your cockpit harness, 'cause here's your chance to assume the role of a Lyran Commonwealth Mechwarrior. Ignoring the finesse of battlefield tactics, your basic mission-plan is to kick some Kurita ass! This is a graphic based adventure, and includes more than 4 million individual locations (need I iterate that this means you've got a LOT of ass to kick?) and a handy gladiatorial module designed to teach the novices the best way to execute the aforementioned skill.

C64 - \$40.00

IBM - \$70.00

AMIGA - \$60.00

CRESCENT HAWKS REVENGE INF

Jason's back! Intent on rescuing his father from a Kurita prison, the young Lyran Mechwarrior becomes involved in a desperate conflict with the Clan invaders. This alien empire's powerful 'Mechs have ruthlessly crushed all opposition, and the entire Inner Sphere is threatened with enslavement. Features a 5 world political-military campaign of 27 scenarios with a variable story line linked to the player's actions. There are over 55 types of 'Mechs, including the Clan 'Mechs, as well as aerospace fighters, tanks, etc. This game is more a real-time wargame of the Battletech universe, than an adventure, and should there-

fore appeal to most BattleTech players.

IBM - \$70.00

MECHWARRIOR

INF

This is the BattleTech computer game to get. It is about a young pilot starting up his own mercenary Mech unit. This game is primarily the 'flight simulator' of the BattleTech universe. You start off piloting a Jenner, but as you earn money through contracts, you can buy up to a total of four Mechs, and hire new pilots. The game has eight Mechs that you can pilot and fight against: Jenner, Locust, ShadowHawk, Phoenix Hawk, Warhammer, Rifleman, Marauder, and the BattleMaster (the best!). The game also has an adventure joining the battles together, and you can visit any world in the Inner Sphere, but it's best to forget the adventure and concentrate on the Mech combat simulator. The graphics are great, as you see the cockpit of your Mech (each cockpit is different), and the enemy Mechs look great, and show damage, with legs being shot off, heads being blown off, reactors shutting down, and so on. Overheating is a common ailment, especially when piloting the bigger mechs.

IBM - \$70.00

MEGATRAVELLER #1: Zhdani Conspiracy PAR

Five specialist characters must be selected (each with independent skills & abilities) and sent on a mission to hunt down a spy through the Spinward Marches. This operation will require both military prowess and diplomatic charm, for the five agents will surely encounter such blood-thirsty entities as alien mercenaries, pirates and customs officials! The game features space and land combat, over 25 very detailed worlds, 100s of NPCs, plus a labyrinth of false clues and sub-plots.

IBM - \$90.00

AMIGA - \$90.00

MEGATRAVELLER #2: Quest for Ancients PAR

Advanced character generation allows up to 35 careers and 125 skills, either human or Vargr. Your team is on a desperate mission to save a planet from impending doom at the hands of a corsair full of pirates. There are over 100 planets with starports, cities, abandoned ships, ancient sites, stores, casinos, taverns and more!

IBM - \$90.00

REACH FOR THE STARS SSG

This is one of the best computer games ever made, and certainly the delight of "number crunchers". It contains two games, Standard and Advanced, which are both very different. It can be played solitaire against 3 computer opponents, or up to 4 human players, as each player builds up his home world, developing Navigational, Industrial, and Ship Technology, and building up the world's industrial, social and economic levels. This allows population to increase, and colonists can then be sent out to colonise newly discovered worlds. There are 53 star systems, each with up to three planets, which could be hostile or ready to colonise. But the other three players will be attempting the same, and only one can win - so players first build up an industrial base, and then use this to manufacture multiple battlefields and storm troopers - ready to conquer the galaxy! The game is both an economic and military challenge. Have you ever played in a Play By Mail game in which you wished the turn around was five minutes and not two weeks? Well, that's what this game is like.

AMIGA - \$45 IBM - \$45C64 - \$45APPLE - \$45MAC - \$45

RENEGADE LEGION: INTERCEPTOR SSI

Tactical space combat between the Terran Overlord Government and the rebellious Renegade Legions. The player creates a squadron from 24 standard starfighter types, or has the option of custom-designing their own vessels - arming them with mass-driver cannons, lasers, electron & neutron particle guns, or a variety of 'smart' missiles. Missions include anti-piracy patrols, space-station defence, enemy fleet interceptions, and wild melee engagements. Features scenarios and campaign play, plus variable skill levels. Note special IBM price.

IBM - \$30.00

AMIGA - \$60.00

SPACE 1889 PAR

Based on the whimsical alternate history RPG Space 1889. Five brave and variably skilled adventurers search the solar system for an elusive, advanced alien race. In the process they explore the canals on Mars, the prehistoric swamps of Venus, and the mysterious caverns on the Moon. Even Victorian era Earth offers the intrepid heroes a chance to discover King Tut's Tomb, a lost Mayan city, a radical Martian cult, and other offworld creatures.

IBM - \$100

STRIKE COMMANDER ORI

Based on the WING COMMANDER system, here you will fly six different types of fighters against twenty enemy types. The year is 2007 AD, and you will serve a mercenary fighter command, fighting neo-nazis, third world dictators, and the IRS. With a 20 mission interactive campaign.

Requires hard disk, 1.2 meg disk drive, 2 meg RAM, 386 machine.

IBM - TBA

TWILIGHT 2000

Set in Poland after the devastation of WWIII, players have to help to rebuild society. Your party may have up to four members, and there will be dozens of AFV and weapon types, a scenario which allows great freedom of action, a huge territory to explore, a villain to be overthrown, a 3-D vehicle simulator, and so on. Due later this year.

IBM - TBA

WING COMMANDER

ORI

This game is without doubt the best computer game ever designed, both with unequalled graphics and playability. The game is a flight simulator set in the year 2654 AD, in which mankind is locked in a desperate war against the murderous Kilrathi aliens. The game links each flight together in a stunning campaign, and you will fly 20 missions out of a total of 40, and with 20 missions you will fly depends on how well you do. With each flight, you have the option of speaking with other pilots to learn tactics and hints, a briefing where you are told your mission, and then follows a stunning sequence as pilots scramble to their fighters, to be catapulted into space (even better graphics than BATTLESTAR GALACTICA!) There are four different fighters to fly, each with their own four cockpit views, different weapon loads, shields, armor, and manoeuvrability. The game is very simple to learn, with a tutorial provided. You will be given missions to escort and protect friendly capital ships - from slow, ponderous tankers to 700 meter long carriers, to fighting deadly dog fights against five enemy fighter types (and watch those Jalthi, with 6 guns they are murderous!), and you will also be given missions to hunt down and destroy enemy destroyers, tankers, and carriers. The game is simple to learn, difficult to master, and has no boring moments, an autopilot removes any waiting during travelling. (And a secret awaits you in the last mission!)

Note: requires 1.2 meg disk drive, and hard disk or two floppies.

IBM - \$90.00

MIC

ORI

WING COMMANDER II

ORI

The best game has just got better! This is a sci-fi space ship simulator, with over thirty different missions to fly, each mission being linked together with character interaction and storyline, with graphics so stunning you will think you are at the movies! The year is 2664, ten years since the TIGERS CLAW was destroyed by Kilrathi stealth fighters, and you, the finest pilot of the Confederation, were framed by human traitors as being responsible for the disaster, before being court martialed and sent to a backwater outpost. But after ten years of boredom, the war suddenly approaches your sector, and you are thrown into combat once again. You get to fly five new fighters, including a jump-capable fighter-bomber. Larger fighters now have rear or flank turrets, which you can also control, and capital ships can now be taken out with one or two hits by new killer torpedoes. You will be stationed on a space station, planetside, and on a new space carrier, as you battle against murderous Kilrathi aliens - but watch your back, there are human traitors aboard the carrier, and they are picking off your fellow pilots one by one! New graphics for take-off and landing sequences will leave you stunned, as will improved graphics following character interaction as the thirty mission story continues. You will get to converse with pilots, officers, repair crews, renegade Kilrathi, and so on. The new Kilrathi fighters and ships are more deadly than ever, and your mettle will be put to the test. Any friendly wingmen can eject from destroyed fighters, and if you fly the two heaviest fighters, you can retrieve these pilots with your rear tractor beam. (The graphics of ejected wingmen spinning helplessly through space while sitting in their chairs is amazing.) The game takes up 11 to 15 meg on the hard disk! Requires: hard disk and 1.2 meg floppy disk drive.

IBM - \$110.00

FANTASY

BARD'S TALE #3 Thief of Fate EA

An ominous darkness shrouds the city, and our once-haughty adventures are cowering behind their mugs of mead. An unspeakable evil has crept forth from its tomb to lay siege on Skara Brae, and the King's soldiers can do nothing to avert the inevitable horrors that will follow - except, of course, to beg the heroes to boldly search for the demesnes of their nemesis, enter 87 terrifying dungeon levels, travel through 7 dimensions, and beat the crap out of every dark entity they meet. With new spells, 13 character classes, and 500 monsters.

AMIGA - \$60.00

IBM - \$50.00

FIRE KING SSG

A lone hero or heroine goes on a quest for adventure, searching the land's darkest nooks and crannies for treasure and evil foes. Features arcade style action with 3-D graphics. Players meander around the Fire King's Realm, looking at the wondrous sights, dealing out rough justice to various creepy crawlies, and pocketing anything they find of value. Action a-plenty for those brave enough to venture from the castle's comforts.

C64 - \$37.00

IBM - \$45.00

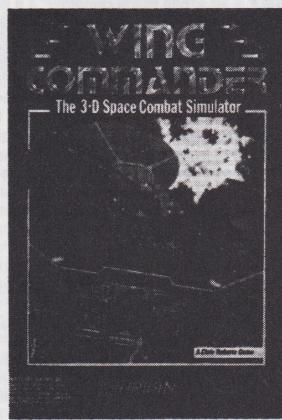
HEROQUEST GRE

This is very closely based on the Milton Bradley HeroQuest game, designed by Games Workshop, an adventure where elves, wizards, barbarians and dwarves do battle with dark forces in search of hidden treasure.

AMIGA - \$70.00

KING'S QUEST #1 Quest for the Crown SIE

Not just a glorified AD&D type slugfest in an endless maze of dungeons, this is a fantasy adventure in the grandiose vein of a classic mythical extravaganza! A lone hero partakes in a wide variety of tasks and challenges, from violent encounters with savage beasts, to solving labyrinthine puzzles. The program has a depth that is rare for this genre. Icons interact, combat



Wing Commander Box

SECRET MISSIONS #1

ORI

This is the first sequel to WING COMMANDER, and players can transfer their character to this mission. The Kilrathi have designed a new super-weapon, and have destroyed an entire colony before fleeing into their space. But your carrier has been given the task of hunting this ship down and getting revenge. There are 16 new missions linked in a campaign, but the enemy are thick and fast - over 250 enemy fighters and capital ships to destroy! Has four new ship types, plus a mission selector for WING COMMANDER. Requires 1.2 meg disk drive.

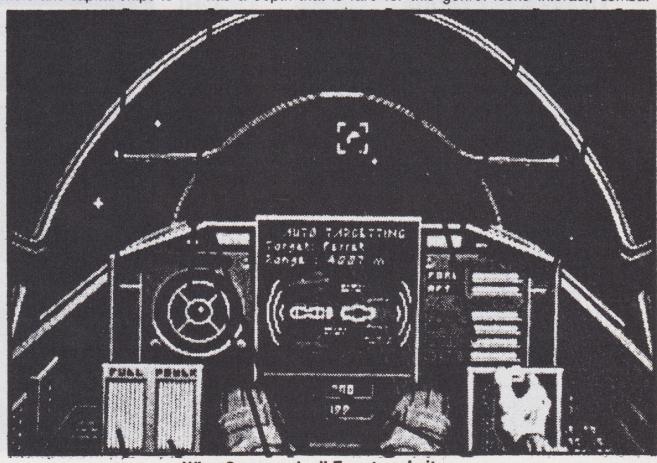
IBM - \$50.00

SECRET MISSIONS #2

ORI

By ORIGIN, the second sequel to Wing Command, and the hardest yet. A newly joined ally of the Confederation is beset by hundreds of Kilrathi ships, and when one enemy carrier & its fighters defects, you are sent on a deadly undercover mission to save them. You will fly an enemy fighter (with stunning graphics!), and battle 16 missions before you can save the new allies. There are new enemy ships, including a new strike carrier. If you can make it to your 50th mission, you may earn the ultimate award. Requires 1.2 meg disk drive.

IBM - \$50.00



Wing Commander II Ferret cockpit

has a secondary role to the story, and each situation has multiple solutions thus promoting several replays.

IBM - \$50.00

AMIGA - \$50.00

KING'S QUEST #2 Romancing the Throne SIE

Our fearless hero from the first game has been promoted into the King's Court - and as a consequence when the princess is abducted by some vengeful fiend it's up to him to rescue her. OK, so the theme isn't awfully original, but let's face it folks, pulp fantasy never is very sophisticated. However, this multi-dimensional adventure is a worthy successor to its parent program. Highlights include a trou of a Vampire's haunt, a polite conversation with Neptune, and a protracted search for three magical keys.

IBM - \$70.00

AMIGA - \$70.00

KING'S QUEST #3 To Heir is Human SIE

Just as King's Quest #2 was an improvement over #1, this third instalment features even better graphics with amusing sound effects. The major theme of this adventure is the search for the character's real identity. Our hero will be involved in an unexpected sojourn with slavers, a swashbuckling tour of the sea on a privateer's raider, and learning how to win friends & influence people with mighty magics. Quite humorous in parts.

IBM - \$70.00

AMIGA - \$70.00

KING'S QUEST #4 Perils of Rosella SIE

This game boasts superior graphics and sound-effects - the basic promise of the plot is thus: the royal family is poised to suffer some evil-induced doom - unless a loyal hero-type can successfully return from a blood-curdling, gut-wrenching quest into the more nefarious realms of the world. Not one, but many adventures will have to be undertaken to remove the curse (and some important discoveries can only be initiated at night.) The dangers are many, and mistakes are dealt with harshly, but the rewards are more valuable than gold! With a 10 minute animated intro.

IBM - \$70.00

AMIGA - \$70.00

KING'S QUEST #5 Absence Makes the Heart Go Yonder! SIE

King Graham, returning home from a previous escapade, finds his castle and all its occupants missing! With Cedric the Owl as his guide (he's also useful if the rations run low...), valiant King Graham sets off in search of his family and the real estate they were last seen in. Can he save his loved ones, and everything else, before the mortgage repayments ruin him financially? The best graphics yet (as one would expect, with a game that takes up 10 meg on the hard disk) with a magnificent orchestrated soundtrack, realistic sound effects, and mouse activated icons. Requires: 1.2 meg disk drive, and hard disk or two floppies.

IBM VGA - \$90

IBMA EGA - \$100

LORD OF THE RINGS, Part One EA

This is the official computer game of the Lord of the Rings. The adventure starts with our four hobbit friends, Frodo, Sam, Merry, and Pippin, at Bilbo's party. Bilbo makes his grand disappearance, and Gandalf comes to tell Frodo about the One Ring. As Frodo, you now have to escape from the Black Riders and flee to Rivendell, so the great quest can begin. This is a big game, (and requires hard disk?), and ends with the parting of the Fellowship.

IBM - \$60.00

LORD OF THE RINGS, Part II EA

This covers the second part of the Lord of the Rings, being THE TWO TOWERS. It will be a big game, requiring hard disk and 1.2" meg floppy. Expected in around December, January.

IBM - \$80.00

ULTIMA III Exodus ORI

Savage orc raiding parties are plunging like knives deep into the civilised empire, and with each stroke the blood of murdered folk stains the scorched earth. A force raw with evil intent grows ever stronger, its thirst for death never slaked by the continuous violence that its presence promotes. This monstrous entity seems to be the product of the long dead wizard-king and his cruel daughter - an elaborate revenge that will surely devour the land unless it is defeated.

AMIGA - \$60.00

ULTIMA IV Quest of the Avatar ORI

Although the dark entities of the Evil Triad no longer stalk the land, malevolent forces still thrive unchecked. Nightmare creatures such as daemons, dragons, and undead horrors prey upon the unwary. Hidden dungeon-lairs still house all manner of hellspawn and corrupt magics. The proud empires of man have been seduced by unholyl promises, while the very heart of the land is being slowly stricken by greed and vanity. Another war must be waged against evil, a final cleansing that will sweep away the brooding detritus of terror. A final conflict against the ultimate opponent - the Self - awaits!

IBM - \$80.00

IBMA - \$80.00 AMIGA - \$80.00

ULTIMA V Warriors of Destiny ORI

Britannia's adored head of state disappears whilst on an expedition into the vast underworld. His successor becomes a tyrant, and yet again the peoples of the land are burdened with injustice and fear. The populace must be liberated, and to do so requires a hazardous quest through the underworld. Players must brave the vile denizens of a huge subterranean world, and then survive the treacherous plots of a desperate dictator when (if) they return. Features superb background material, including extensive non-violent encounters, and an abundance of markets, taverns, castles, dungeons, etc.

C64 - \$80.00

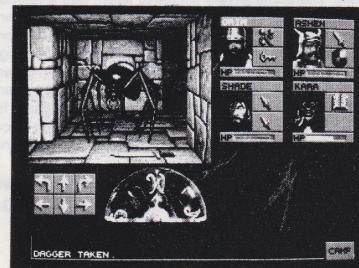
IBM - \$80.00 AMIGA - \$80.00

ULTIMA VI The False Prophet ORI

Gargoyles have risen in dark flocks from the underworld. At night screams of torment arc through the chill air, and the gory refuse of victims are strewn like warnings across the land. The champion from Ultima V must yet again venture into the underworld (brought forth from the 20th Century is a stunning graphic introduction) and put an end to these evil incursions. This seven-disk campaign features superb graphic quality and very extensive detail! This would have to be the most visually stunning and comprehensive fantasy adventure yet produced.

C64 - \$85.00

IBM - \$85.00



Eye of the Beholder

ULTIMA VII The Black Gate ORI

200 years have passed in Britannia, and though the society has advanced, an incurable disease is striking the mages, pollution and ecological waste is running rampant, and the Moongates are malfunctioning, and murders are running amuck. You have to discover who is behind it all. Features superb graphics, sound track, and background effects. Requires 1.2 meg disk drive.

IBM - TBA

WARLORDS SSG

1 to 8 players can participate in this large strategic fantasy campaign. Set in the medieval-fantasy world of Illuria, a fragile peace treaty has expired and after quickly dispensing with any pretense towards peaceful negotiations, all eight nations declare war on each other in a race to gain supreme power. The mechanics are simple, and include diplomatic ventures, economic restraints, production of military units and strongholds, and exploring for magical talismans or allies, such as dragons, ghosts, wizards, etc. There are 80 cities to conquer, 10 terrain types, 16 troop types and races, and terrain-racial combat modifiers. "Treat your defeated foes with the contempt they deserve - and off with their heads!" says the blurb on the box, which well sums up the friendly atmosphere.

IBM - \$50.00

AMIGA - \$50.00



ADVANCED DUNGEONS & DRAGONS CHAMPIONS OF KRYNN SSI

As one would expect, this program is set in the realms of the Dragonlance books. But whereas previous Dragonlance adventures have been of the arcade-action genre, this package presents an epic-quest similar in character and complexity to Pool of Radiance. A party of grizzled veteran type adventurers must save their homelands from the tyrannical Dragonlords, and the legions of evil creatures that follow them. Features extensive dungeons and lairs, plus the more civilised communities that reside in Krynn.

C64 - \$50.00

IBM - \$50.00 AMIGA - \$55.00

CITADEL OF THE BLACK SUN SSI

This game is due December, January.

IBM - \$70.00

CURSE OF THE AZURE BONDS SSI

Sequel to Pool of Radiance, the most popular and potentially rewarding regions of the Forgotten Realms fantasy world is now revealed to explorers intent on glory, or adventurers seeking excitement and treasure. This program offers a very large multi-disk campaign for high level (10th Level and above) heroes and heroines. The mechanics feature extra character classes (rangers and paladins), many new spells, and an array of fearsome beasties and dangerous lairs.

C64 - \$30.00

IBM - \$50.00 AMIGA - \$50.00

DEATH KNIGHTS OF KRYNN SSI

It has been one year since the Champions of Krynn claimed victory over the massed forces of evil. Now the Lord of the Death Knights, Soth himself, is preparing to wreak havoc in an eruption of evil such as Krynn has never witnessed. As members of the Special Solamnic Order of the Champions of Krynn, you and your party stand as the only force capable of answering Soth's deadly challenge - and living to tell it. This game takes the award winning game system used in Champions of Krynn to new heights. There are higher character levels, new monsters and spells, and enhanced combat.

C64 - \$50.00

IBM - \$60.00 AMIGA - \$60.00

DRAGONS OF FLAME SSI

Following the game format used in HEROES OF THE LANCE, in this arcade action style adventure, the Dragonlance heroes are sent on a quest to rescue slaves from the vile Draconian fortress of Pax Tharkas. Ten characters are available for this daunting task (each with specific skills), although only one of them can be played at a time. All actions happen real time in colorful animation.

C64 - \$40.00

IBM - \$50.00

DRAGON STRIKE SSI

This is the authentic Dragon flight simulator! Now with absolutely stunning graphics, you can feel the raw power of the mighty dragon surging beneath you as the wind beats in your face. Your hand trembles, not from the heft of the dragonlance, but from the anticipation of the battle that is to come. The air screams with the fury of enemy dragons and creatures - even flying citadels! The deadly skies above Krynn explode before your very eyes. The realistic first-person viewpoint propels you into a detailed, fully animated, 3-D world. Learn to fly dragons and master over 20 types of missions. Progress through 3 different orders of Solamnic Knighthood, gaining bigger, more powerful dragon mounts as you go. Receive magic items along the way, and dragon fangs, talons, and deadly breath weapons are just a few of the dangers you'll face in the fierce heat of dragon combat. Note IBM and AMIGA prices.

IBM - \$30.00 C64 - \$40.00 AMIGA - \$30.00

EYE OF THE BEHOLDER SSI

This is the first game using a brand new system - players receive a 3-D point of view that creates that "you are actually there" feeling, and all commands are done with a "point and click" system. You are welcomed to the proud city of Waterdeep - a metropolis awash with intrigue and adventure, frequented by wealthy merchants and august nobles, alive with vitality and color, perfumed by spices and herbs from around the world. Beneath these every busy streets, beyond the reach of both light and noise, is a labyrinth of sewers that conceal a criminal conspiracy. This Warren of foul tunnels and dank corridors echo with inhuman shrieks and the eerie sounds of scuttling horrors. Only reckless adventurers seeking wealth unknown and the challenge of conquest dare to enter the untamed realms below Waterdeep.

IBM - \$65.00

AMIGA - \$60.00

EYE OF THE BEHOLDER II

SSI

Legend of the Dark Moon. Due in December 91 or January 92.

IBM - \$70.00

GATEWAY TO SAVAGE FRONTIER

SSI

The first adventure in a new series, using the popular POOL OF RADIANCE adventuring system. This is set in a new world, where you can sail the Trackless Sea, conquer the heights of the Lost Peaks, brave the ruins of Ascore, visit magical Silvermoon and on it goes. You have to find talismans with which to destroy a new dark invasion. An exciting new wilderness allows players unlimited explorations, characters begin at 2nd level and can progress up to 8th level.

IBM Version requires hard disk or two floppies, requires 1.2" meg disk drive.

AMIGA version due out December, January. C-64 version expected in November.

IBM - \$70.00

C-64 - \$50.00

AMIGA - \$70.00

HEROES OF THE LANCE

SSI

Based on the popular Dragonlance saga, players partake in a quest into the evil-infested temple ruins of Xak Tsaroth, searching for the Disks of Mishakai. Features 8 individually skilled and equipped characters, plus fully animated arcade-style action with colorful graphics. This is everyone's chance to ignore the Draconians and beat the living crap out of every obnoxious Gully Dwarf that they can lay their swords on!

C64 - \$30.00

AMIGA - \$46.00

POOL OF DARKNESS

SSI

Sequel to Secret of the Silver Blades, this takes you back to the Moonean area for the final battle against the ultimate enemy. You can transfer in your existing characters, and includes new spells, new monsters, new dimensions to travel in, characters entering the game at 15th level can go on past the 25th level, all using the most popular computer adventure system to date.

AMIGA version due out December, January.

IBM version requires hard disk and 1.2" meg disk drive.

IBM - \$70.00

AMIGA - \$70.00



Pool of Darkness

POOL OF RADIANCE

SSI

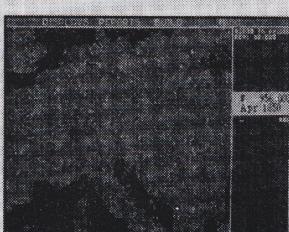
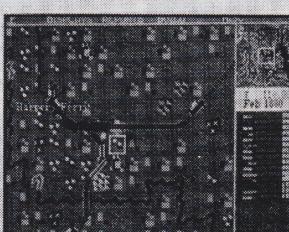
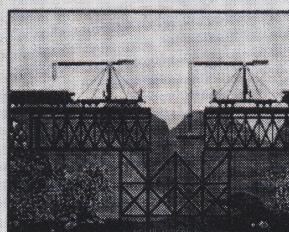
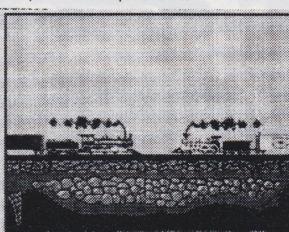
The Forgotten Realms is a land of adventure and horror, and for those that can survive its many dangers there is wealth and power beyond imagining! Players create and then lead a heroic party of adventurers - their task is to save a city from a horde of rampaging beasties, thus searching for and destroying whatever evil force is behind this mayhem. Features an array of Classic AD&D character classes, monsters & spells. The high quality graphics present a huge variety of exotic encounters, from sprawling cities to terrifying dungeons.

IBM version requires hard disk or two floppies.

C64 - \$35.00

IBM - \$50.00

AMIGA - \$50.00

**SECRET OF THE SILVER BLADES**

SSI

Shrouded in a mantle of snow, battered by ferocious blizzards, the Dragonspine Mountains is an imposing, unforgiving realm. Hardy miners & trappers ply the ice and rock, gouging a bare living from the cruel land. It was a relentless struggle for survival, but things were going to get much worse... A mine shaft was sunk into unhallowed ground, unwittingly if penetrated an ancient vault. From within the musty depths of the accursed tomb rose a multitude of horrific creatures, and without hesitation they slaughtered those who had released them. Now the mystery of their imprisonment must be solved by brave adventurers, and the evil monstrosity that resides deep inside the frozen gutrock must be vanquished before the entire Dragonspine regions becomes infested. This is a high-level Forgotten Realms adventure, with new spells, monsters, etc. (Who is that glowing mouse?) IBM version requires hard disk or two floppies.

C64 - \$35.00

AMIGA - \$60.00

IBM - \$50.00

SHADOW SORCERER

SSI

New AD&D computer game due on both IBM and AMIGA formats around December.

IBM - \$70.00

AMIGA - \$70.00

WAR OF THE LANCE

SSI

Huge fantasy armies collide in a desperate campaign that will ultimately decide the fate of a continent. The noble forces of Whistlestone face the Highlord's Dragonarmies. Stoic formations of knights, even archers, dwarven engineers, et al, face legions of evil Draconians and even more fell beasts. The game mechanics include diplomatic interaction between racial factions, strategic & tactical screens for manoeuvre and combat respectively, and valiant Hero Quests (arduous trek for mighty artifacts and the like. For 1-2 players.

C64 - \$35.00

IBM - \$50.00

MISCELLANEOUS TITLES**RAILROAD TYCOON**

MIC

Set in the golden age of Railroads, this game gives you complete control of the economic resources of the Industrial Age, and commercial struggles which thrust the world into the 20th Century. Game play is between the 1830s and 1900s, and covers western and eastern USA and Europe. You determine the fate of towns, the prosperity of businesses, the success of entire industries. Select the types of trains which will run on your railroad, determine their schedules and designate the kind of cargo they'll carry. Overcome natural hazards such as storms or floods, or man-made catastrophes such as labour strikes and rate-wars. Other tycoons are determined to crush you or brush you from their path, and you'll have to outmanoeuvre them whilst operating your railroad and dealing on the stockmarket. All these decisions are set against the ever ticking clock of history. Trains available go from the first steam models up to diesel and electric locomotives.

IBM - \$90.00

AMIGA - \$90.00

SIMCITY

MAX

This is one of the most original and addictive computer games available - you are a city planner, given the task of designing a city that will grow and develop to successful proportions. There are six preset scenarios, each with a given task for you, the city planner, to resolve. But there are also dozens of blank maps to work on, including islands and river sites, upon which you can build a city from scratch. You control where to place roads, highways, and railways, and residential, commercial, industrial

areas, plus airports, harbours, fire stations, police stations, sports stadiums, etc. The goal of the game is to please the population, in which case they will stay in your city, and others will migrate, but the people are fussy, and will complain about traffic congestion, pollution, housing costs, taxation levels, unemployment, crime, and so on. You can control each of these factors by building better road systems, keeping industry away from residential areas, lower taxes, and so on. And the challenge to meet is to build a city up to 500,000 population (and I know of only one person to have reached this target). The graphics and animation are superb, and game mechanics are all pointer controlled, and easy to use. Thoroughly recommended!

C64 - \$60.00

IBM - \$85.00

AMIGA - \$85.00

SIMCITY TERRAIN EDITOR

MAX

This is an extremely useful tool for Simcity - now you can fill in those rivers and get more land to build on, you can set up your own river channels, add forests to help with pollution, and custom make your own maps. The game also comes with several scenarios, including a post-nuclear melt-down, and a city with 11 billion dollars.

IBM - \$35.00

AMIGA - \$35.00

SIMCITY ALTERNATIVE ARCHITECTURE #1

MAX

This adds three new data sets for Simcity - Ancient Asia, with new icons, such as small villages, oriental castles & monasteries, rice fields, typhoons, dragons, etc. Medieval Times, with rural villages, jousting tournaments, castles, etc. And Wild West, with farmers, miners, ranchers, twisters, balloon crashes, and so on. Very cute.

IBM - \$60.00

AMIGA - \$60.00

SIMCITY ALTERNATIVE ARCHITECTURE #2

MAX

This is the best data disk, with three futuristic settings: Moon Base, with bubble dome buildings, space ships, dust pools, oxygen shortages, etc. The other two data sets are Future USA and Future Europe, each with superb graphics depicting new hospitals, traffic tubes, mono-rail trains, cold fusion plants, space ports, and so on. Extremely mesmerising.

IBM - \$60.00

AMIGA - \$60.00

SIMEARTH

MAX

A grandiose program that begins with the birth of a planet and finishes when the world dies 10 billion years later. The player assumes the role of creator, carefully nurturing a habitable environment, then introducing the first tentative links of life, and developing these microbes through the evolutionary chain until they reach the apex of a space-age civilisation reaching for the stars. Features a Mars/Venus terraforming variant. The mechanics are very detailed, and include such things as atmosphere, biosphere, geosphere, technology disasters, continental drift, evolution, alternate civilised life forms, global warming, war, pollution, all based on the Earth as a living organism theory.

IBM - \$100.00

IBM GAMES

All programs require a COLOR CARD to run, and some games are available separately in CGA, EGA, or VGA, though most games are compatible for EGA and VGA only. Although most IBM games run on XT or AT machines, some are very slow on XT machines. Most IBM games are also available on 3.5" disks on request, however, for the others, we can provide a conversion, which will involve a small wait.

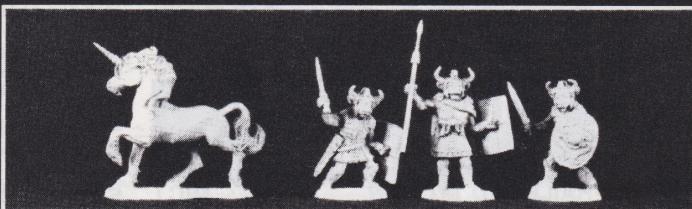
Railroad Tycoon

FORBIDDEN HORRORS!

MONSTERS from the worlds of the
Advanced Dungeons&Dragons Games.

OFFICIAL "TSR" MINIATURES

- 11-401 Beholder
- 11-402 Couatl
- 11-403 Stone Giant
- 11-404 Umber Hulk
- 11-405 Ogre Mage
- 11-406 Mind Flayer
- 11-407 Fire Giant
- 11-408 Troll
- 11-409 Orcs (4)
- 11-410 Ettin
- 11-411 Owlbear
- 11-412 Bugbears (3)
- 11-413 Displacerbeast
- 11-414 Chimera
- 11-415 Marid (Genie)
- 11-416 Lesser Golems
(Flesh & Clay)
- 11-417 Greater Golems
(Stone & Iron)
- 11-418 Drow Elves (4)
- 11-419 Firbolg
- 11-420 Gnolls (3)
- 11-421 Kobolds (7)
- 11-422 Catoblepas
- 11-423 Pegasus
- 11-424 Unicorn
- 11-425 Minotaurs of the
Imperial League
(1 leader, and
2 soldiers)



11-424

11-425



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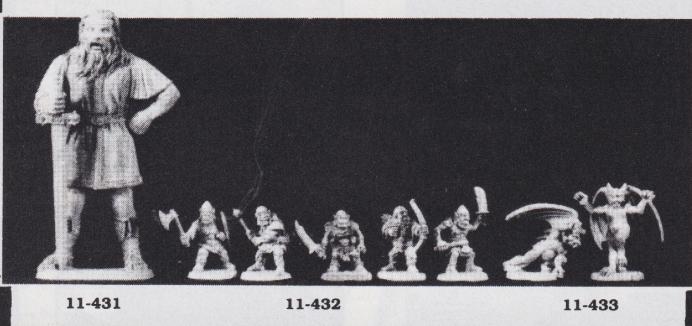
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11-428

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11-431

11-432

11-433

- 11-426 Elementals of Fire and Earth
- 11-427 Elementals of Air and Water
- 11-428 Young Dragon of Krynn
- 11-429 Armored War Dogs and Kennel Master

RECENTLY UNLEASHED

- 11-430 Phase Spider
- 11-431 Storm Giant
- 11-432 Goblins (5)
- 11-433 Gargoyles (2)
- 11-434 Ghast and Ghouls (3)
- 11-435 Rust Monster
- 11-436 Frost Giant



RAL PARTHA

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MINIATURES RULES

ANCIENT RULES - WRG

ANCIENT RULES 7th Ed. HISTORIC Wargames Research Group's 3000BC to 1485AD rules. Each figure (of any scale - 5mm to 30mm) represents 20 men. All troop types (from archers to elephants), weapons, formations, and tactics for the period are included in a 56-page book, plus reference cards. The rules include historic background, field engineering, fortifications, unusual 'terror' weapons, and basic stratagems. \$15.00

BATTLESYSTEM

BATTLESYSTEM FANTASY A moderate-complexity system covering large-scale battles between 25mm fantasy units (particularly *Rai Partha's* excellent range). With 3 levels of rules complexity, featuring magic, heroes, monsters, flying, sieges, and much more. Each figure represents one creature or character - but common troops appear on multi-figure bases, and fight as a formation. AD&D Player-characters can be used as heroes in any **Battlesystem** scenario. Made by TSR. 128 pages with colour photographs. \$35.00

BATTLESYSTEM SKIRMISHES

Modified **Battlesystem** rules designed specifically for small forces (10 to 50), with each figure fighting as an independent combatant. Can be used in conjunction with AD&D. Mechanics include morale, experience, personal challenges, ethereality, aerial combat, blind fire, magic weapons, illusions, war machines, wizards, priests, and more. 128 pages, with templates & painting guide. \$35.00

BLADESTORM

BLADESTORM FANTASY Skirmish-level system where each figure represents a single combatant. The mechanics allow for quick combat resolution and are specifically designed for small unit engagements. Of interest is the background material that features a chaotic, divided land shrouded within a mantle of ferocious magical gales called Bladestorms. Includes a 64 page rulebook, a 160 page world sourcebook, a 32 page scenario book, a 32 page colour troop guide, two large colour maps & dice. By Iron Crown. \$45.00

BLADESTORM BESTIARY

A 96 page bestiary that features undead, dragons, shape-changers, demons, zepher hounds, et al. With 10 scenarios, encounter generators and treasure tables. \$25.00

CHALLENGER II

CHALLENGER II MODERN Covers battlegroup combat from 1950 to the 1990's. Each micro-scale miniature in the game represents one weapon. The 66 page rulebook includes reference-charts, a beaten-zone template & 170 markers. The popularity of this product is due to its comprehensive detail & excellent tactical integration of the combined-arms doctrine. Mechanics cover the command network, communication, multi-role ordnance, electronic & NBC warfare, engineering, helicopter operations, air support, and much more. \$15.00

MODERN EQUIPMENT HANDBOOK

92 page guide to equipment specifications & point values. Contains a compendium of vehicles (MBTs, tank destroyers, APCs, ACs, recon units), anti-tank missiles, rockets (chemical, conventional & nuclear), anti-aircraft systems, mortars, artillery & helicopters from 49 countries! \$15.00

DIGEST #3

Features a global catalogue of engineering vehicles (with unit compositions), plus 2 scenarios, variant close-assault mechanics (for faster combat resolution), equipment data updates, and an Army list update. 68 pages. \$14.00

DIGEST #4

Ultra Modern Army Lists Volume 1. This 77 page book details comprehensive unit compositions of the major & neutral forces on the central European front. \$15.00

DIGEST 5

Features comprehensive tables of organisation for the Middle East, Africa, the Far East, Latin America, and superpower Intervention Forces. Includes a brief listing of 'hot spot' forces from Central America. 77 pages. \$15.00

COMMAND DECISION

COMMAND DECISION 2nd Ed. WORLD WAR 2 Tactical rules for combined-arms combat in Europe. This box set features a 32 page rulebook (with basic & advanced mechanics), 16 pages of weapon data (covering America, Germany, Italy, Russia & England), a 28 page divisional unit organization book, a 12 page campaign book with 6 scenarios, a rules summary folder, 4 charts, plus markers. This is a very playable system for any scale. Includes the *Bastogne* (48 pages, 16 scenarios) and *Barberossa* (64 pages) campaign modules. \$40.00

COMBINED ARMS

MODERN

Uses the **Command Decision** system for contemporary wargaming. Sophisticated electronics have accelerated the pace of combat, while high-tech munitions greatly enhance the severity of destruction. The rules stress command-control, and are designed so that players must balance unit integrity & maneuver or suffer attrition. Includes mechanics for air power, NBC warfare & combat engineering. With complete gun charts & current vehicle-organisational lists for 12 countries. 152-pages. \$25.00

OVER THE TOP

WORLD WAR ONE

Rules for tactical combat in the bloody mire that was World War I - the dawn of modern warfare. The game mechanics feature gas, artillery barrages, complex trench systems, rudimentary AFVs, and the deadly machine gun. This 128 page book includes 10 scenarios (one involves Australian cavalry in the Holy Lands), two campaigns, and complete national Orders of Battle. \$25.00

DE BELLIS ANTIQUITATIS

DE BELLIS ANTIQUITATIS

ANCIENT

Wargames Research Group's fast-play campaign rules. This 20 page book contains simple, yet effective, mechanics that cover troop definitions, terrain, camps, close combat, missile fire, artillery, etc. Includes a suggested six nation campaign, plus historical army lists. \$6.50

FANTASY WARRIORS

FANTASY WARRIORS

FANTASY

Grenadier's incursion into the realm of fantasy tabletop wargaming is a pleasant surprise. They've produced a low-to-moderate complexity system that allows play to flow quickly without sacrificing the details necessary for an epic swords 'n' sorcery battle. The 56 page rulebook includes sections on orders, scouting, warchief boasting, omens, threats (quite useful), magic, talismans, army lists, etc. There are also 150 markers, various dice, and 102 plastic miniatures (Dwarves & Orcs). \$70.00

FANTASY WARLORD

FANTASY WARLORD

FANTASY

A mass-combat system that encompasses field armies of unlimited size. The mechanics feature formation-level manoeuvre & combat resolution, with individual warrior-heroes, priests, thieves, wizards and discipline masters. Details include army creation, unit organisation, orders, flying, terrain, missiles, morale, divine intervention, divine agents, magic armour & weapons, artifacts, two types of battle-magic (Arcane & Divine - 109 spells), tactical tips, campaign-world source material, racial backgrounds and numerous reference sheets. 192 pages. \$40.00

FANTASY ARMIES OF VORTIMAX (Module) TBA
FANTASY ARMIES BESIEGED TBA

GALACTIC WAR

GALACTIC WAR

SCIENCE FICTION

A skirmish-level system detailing a war between humanity and the alien VorTechs. This box set features a 48 page rulebook, an 8 page scenario & terrain pack, introductory rules, counters, plus over 100 25mm plastic Grenadier miniatures. More details next catalogue. Future releases will introduce the gargantuan Goliaths, fire-breathing Drakes, web-spinning Arachnoids, robotic Microns, VorTech Cyberserkers, and much more. Due Dec. \$60.00

HARPOON

HARPOON

MODERN

Excellent tactical naval wargame rules. This box set features a 48-page rulebook, the 144 page *Data Annex 1990-91* book (see below), a 16 page scenario book, two reference cards and 168 counters (if you can't afford miniatures). The mechanics are detailed, and allow for a realistic interpretation of near-future conflicts. Incorporates devastating air power & sophisticated electronics with a variety of surface vessels & submarines. However, these rules require extensive book-keeping (unit damage allocation, ammunition expenditure, fuel, etc). Great! \$60.00

BATTLES OF THE 3rd WORLD WAR

Contains 14 scenarios of Soviet & NATO naval engagements in the North Atlantic. With new rules, secret weapons, plus essays on maritime strategy. 48-pages. \$18.00

SHIP FORMS

25 detailed status sheets for popular ship-classes in the NATO (12 entries) & Soviet (13 entries) fleets. Full game data for each vessel is included, as are 9 aircraft & 4 helicopter profiles, plus a scenario-generation system. \$18.00

SUB FORMS

Like **Ship Forms**, this 48 page supplement is designed to speed-up play & make references to the combat vessels easier. Features 38 detailed, ready-to-play submarine data-sheets, representing boats from 7 countries. \$18.00

ASW FORMS

Contains comprehensive data-sheets for 32 NATO & Soviet Anti-Submarine Warfare vessels, aircraft & helicopters. With an ASW scenario-generation system \$18.00

DATA ANNEX 1990-91

Filled with concise technical specifications on modern ships, submarines, aircraft, weapons, missiles & electronics. This 144 page supplement details the world's fleets, including near-future vessels & on-board systems. Also features new aircraft endurance rules. \$22.00

THE SOUTH ATLANTIC WAR

Features 24 scenarios that recreate the furious clashes between Britain & Argentina in their battle for control of an island full of cold sheep (not New Zealand). Includes pre-generated ship status sheets, historical background, force lists, environmental data & land campaign rules. \$25.00

TROUBLED WATERS

Pregenerated ship forms and special rules that cover the navies of the third world, with scenarios that emphasize current global trouble spots. 64 pages, due Nov. \$27.00

JOHNNY REB

JOHNNY REB 2nd Ed.

U.S. CIVIL WAR

One figure (of any scale) represents 20 soldiers, forces are deployed in Regimental formations. Players are able to recreate massive Corps-level engagements. Includes an 86-page rulebook (illustrated with diagrams), 11 pages of scenarios, 2 quick-reference charts & 300 counters (if you don't want to purchase miniatures). Comprehensive in its historic detail, but with playable mechanics. \$50.00

TO THE SOUND OF THE GUNS

Excellent campaign supplement that spans the entire War of the Rebellion. Contains 12 scenarios, some of which feature special rules that cover the unique problems faced by the Union or Confederate troops involved. \$18.00

KRYOMEK**KRYOMEK****SCIENCE FICTION**

Skirmish and mass-combat level rules depicting a war between the Nexus Tri-Federation Alliance & hive terror-creatures. The fast-play mechanics include a command-chit order system, and a low threshold of dice throwing. Features alien terrain, troop experience, rank progression, skill bonuses, extensive campaign background, weapons tech, morale, drones, bio-engineering, combat vehicles & much more. Complemented by a superb range of 25mm Fantasy Forge miniatures & resin kits. Due Dec. \$35.00

NAPOLEON'S BATTLES**NAPOLEON'S BATTLES****HISTORIC**

Rules for grand-tactical brigade-regimental warfare from 1792 to 1815. Includes unique mechanics that stress Command-Control & player interaction. One 15mm figure represents either 120 infantry or 80 cavalry, with 1 artillery base per battery. One turn = 30 minutes, one inch = 100 yards. Features an introduction (32 pages), a scenario book with 8 battles and DYO (48 pages), a rulebook with three complexity levels (36 pages), reference cards, templates, and 186 counters. Over 350 troop types, and 800 leaders are rated for their abilities. By Avalon Hill. \$60.00

NAPOLEON'S BATTLES EXPANSION MODULE

Features rules errata for the parent game, more details on scenario generation, plus optional mechanics (terrain & formations, etc), and 9 complete scenarios - from Valmy 1792 to Craonne 1814. 54 pages. \$27.00

PHOENIX COMMAND**PHOENIX COMMAND 2nd Ed.****GENERIC**

A quick-playing and extremely realistic small-arms combat system. Any number of players can participate in gritty man-to-man scenarios of modern mêlée combat. Includes basic, advanced & optional rules plus a character generation system and a comprehensive listing of contemporary weapons (pistols, SLRs, LMGs, grenades, shotguns, etc). 90 pages. Highly recommended. \$35.00

ADVANCED DAMAGED TABLES

A detailed, graphic expansion of the Hit Location & Damage tables. Includes rules for bullet paths, low penetration effects, target shock, bone ricochets, and over 60 bodily hit locations. This much family fun can't be legal! \$20.00

ARTILLERY SYSTEM

Here's some heavy hardware that's guaranteed to turn targets into fertiliser! With 72 pages detailing individual guns, rockets & mortars; plus rules for indirect fire, fire missions, air & ground bursts, defensive positions, etc. \$27.00

HEAVY METAL

Details the capabilities of eleven different types of power armor, as well as describing hit locations and damage tracking. Includes rules for weapon-battlepacks and auxiliary-packs, plus Dragoncrest equipment. \$27.00

HIGH-TECH WEAPON DATA SUPPLEMENT

A 32-page list of futuristic weaponry (such as Sliver, Flechett & Lase munitions) and body armor (flex, power, ect.). Includes data on caseless ammo, mines, launchers et al. Ideal companion to Cyberpunk genre games. \$22.00

MECHANISED COMBAT SYSTEM

I imagine that the theory behind this one is that if you can't shoot the buggers, then run 'em down with a bloody great tank! Will cover modern weapon systems. Due? \$20.00

SPECIAL WEAPONS DATA SUPPLEMENT

Contains the necessary rules/data for a variety of unusual weapons, like riot control gear, flamethrowers, mini-guns, claymores, modern bows, silencers, Special Forces gear, & garrotes. 32-pages of more family fun. \$20.00

WILD WEST WEAPON DATA SUPPLEMENT

Features 48 popular weapons of the period, with an overview of 19th century weapons development. Includes rules on quick drawing, fanning revolvers, speed loading, and other classic western-shootout kinda stuff. \$15.00

WORLD WAR II WEAPON DATA SUPPLEMENT

Features over 80 small-arms (pistols, HMGs, SMGs, rocket launchers, explosives, etc) from Italy, France, Germany, Russia, America, Britain & Japan. An ideal supplement for squad-level WW2 miniatures games. \$18.00

RULES ACCORDING TO RAL**CHAOS WARS**

Fantasy wargaming rules specifically designed for use with *Rai Partha* miniatures. The mechanics are structured for ease of play, and are flexible enough for both small skirmishes or much larger confrontations. One figure represents one person or creature - battles are conducted by formations - with individual leaders, heroes, wizards & monsters. This boxed set includes a 28 page rulebook (with 4 scenarios), 2 reference charts, 8 character cards, and 5 miniatures (with game stats). Quite recommended - quick turn resolutions & great fantasy character. \$27.00

SPACE 1889**SOLDIER'S COMPANION**

SCIENCE FICTION
An effective set of rules that meld science fiction with Victorian era colonial adventurism! Basically this is a good set of 19th century colonial rules: however, the land, aerial & aquatic forces are liberally spiced with weaponry of a more fantastic nature - land juggernauts, combat tripods, zeppelins, and autogyros, etc. Also includes complete Army Lists for the combatants of Earth, Mars, Venus & Luna. A serious set of wargaming rules that features a lot of imagination and pulp imagery, 192 pages. \$25.00

IRONCLADS AND ETHER FLYERS

Aggressive nations contest for domination of the world's oceans during the unstable period before the Great War. These detailed aeronaval rules enable clashes between armadas of dreadnoughts, monitors, submarines, aerial cruisers, ether battleships, zeppelins, and the like. This 108 page book features extensive 'period' mechanics, special weapons, ship forms, 9 scenarios, 6 campaign games, a ship design system, and vessel lists for 29 nations. Compatable with *Soldier's Companion*. \$25.00

SPACE MARINE II**SPACE MARINE II**

SCIENCE FICTION
Set in the *Warhammer 40,000* universe, this is a game of tactical land combat in a brooding, gothic universe where a techno-religious empire fights an array of fantasyesque races and the dread spectre of Chaos! *Citadel*'s superb Epic-scale miniatures are designed for use with these rules, and they amply reflect the draconian future that is *Space Marine*'s background. The 2nd edition version features new points values & mechanics, plus plastic miniatures - 12 Land Raiders, 24 Rhinos, 240 Marines, 12 Eldar Grav Tanks, 120 Eldar Guardians, 18 Ork Battle-wagons, 180 Ork Boyz & 1 Warlord Titan. Due soon? TBA

MARINE CODEX

This supplement should feature advanced damage rules, campaign play, details on a host of Imperial, Eldar, Ork & Chaos weapons, plus all of the new peripheral *Space Marine* articles that have appeared in *White Dwarf*. TBA

STAR WARS**STAR WARS MINIATURES BATTLES**

SCI FI
A 112 page book of tactical squad-level combat in the Star Wars universe. The rules feature two levels of complexity, as well as mechanics for close-assault, alien terrain, squad creation, heroes, 'droids, morale, hidden movement, special weapons, the force, etc. Abundantly illustrated. Includes templates, markers, and scenarios. \$40.00

TACTICA**TACTICA**

ANCIENT
A comprehensive set of rules for 25mm (or 15mm) ancient era campaigns. The mechanics stress the historical limitations of units, maneuver restrictions for certain troop types, battlefield depth & frontage, angle of attack, troop quality, etc. 90 pages, with some glorious colour photos. Includes exhaustion, wheeling, post-mêlée movement, massed & skirmish missile fire, variant mêlée types, chariots, elephants, plus 25 accurate & complete army lists. A factual, yet playable, format. *Tactica Supplement One* is a 32 page bonus inclusion that contains a few new rules & 22 army lists - in future this will be sold separately. \$45.00

WARHAMMER FANTASY BATTLES**WARHAMMER FANTASY BATTLES**

FANTASY
3rd edition 278 page softcover book. Mechanics are very detailed and have a great amount of character. Every imaginable aspect of heroic combat is covered - chariots, aerial combat, character skill-levels, champions, generals, wizards, elite units, special forces, camp followers, leadership, war beasts, war engines, racial types & much more, plus a wealth of background material on the *Warhammer* universe. Units are allocated to regiments, with morale & combat efficiency pertaining to the whole formation - heroes, magic-users, monsters, special weapons, and other such elements become potent auxiliaries. Includes a scenario plus 24 pages of templates & charts. \$45.00

REALM OF CHAOS VOL. 1

Also for use with *Warhammer 40000*, this book features new rules for chaos magic, Daemonic weapons & chaos attributes! Plus a comprehensive array of information pertaining to the chaos deities, chaotic organisations, cults & Army Lists. "For Mature Gamers" says the blurb on the cover, no doubt this helps boost their sales to younger players! 282 pages of gothic-horror splatter frenzy. \$70.00

REALM OF CHAOS VOL. 2

This 296 page tome of gut-wrenching, spine-quivering and ball-shrivelling terror further describes the obscene world of Chaos for *Warhammer Fantasy & Warhammer 40000*. Details include new magic, chaos gifts, narrative campaigns, monoliths, the Dark Tongue, lesser powers, new warbands & cults, daemon legions, the Chaos armies of Nurgle, Tzeentch, renegades, plus lots more! \$70.00

WARHAMMER ARMIES

This 162 page softcover book presents a huge array of army lists (with revised army-record sheets) for everything from dark elves & pygmies, to mercenaries & gobbos. Also features new rules on combat, special troops, magic, artifacts & monsters. All troop-types are illustrated, as are shield & banner designs for gung-ho painters. \$45.00

WARHAMMER SIEGE

140 page softcover detailing fortress assaults & defense, for both *WH Fantasy Battles* & *Warhammer 40K*. TBA

WARHAMMER 40,000**WARHAMMER 40K**

SCIENCE FICTION
A tactical science fiction miniatures system suitable for games varying in size from simple skirmishes to monster engagements. Rules include psychology, robots, aerial combat, psionics, mutants, personalities & bionics. There is also a comprehensive listing of the weapons, armour & combat vehicles of this gothic future. Extensive background information is provided, with a brief history of the Imperium, as well as a detailed bestiary of the bizarre beasties and cruel aliens that inhabit the known planets. With 272 pages, plus unit-briefs, templates & record sheets. Designed for use with *Citadel* miniatures. \$50.00

WARHAMMER 40,000 COMPENDIUM

A 198 page softcover book that includes rules for medics, craters, bikes, predators, dreadnoughts, robots and other such related miscellany. There are also extensive painting guides for *Citadel*'s superb range of miniatures, and other articles of interest for the *WH40K* enthusiast. \$50.00

WAARAGH - ORKS!

104 page Ork sourcepack containing everything you ever wanted to know about this obnoxious, brutish race. Experience the culture, however rude and filthy, of the infamous Mad Boyz & their brethren. Covers Ork history, society, castes, clans, uniforms, banner art, languages, Gretchin's, Snotlings, the much abused Squigs, and more. \$50.00

'ERE WE GO

More Ork source material - 208 pages - details include Painboyz (with various nefarious attachments), army lists for 3 new Clans, Runtherdz, Weirdboyz, Madboyz, Mekboyz, Tinboyz, cyboars, Ork mekaniks, kustom vehicles & weapons, robots, wargear, shokk attack guns, Freebooterz, painting guides, and heaps more besides! \$70.00

WARHAMMER 40K COMPILATION

Yet another supplement that features a plethora of material taken from the *White Dwarf* magazines. This includes Army Lists and extensive background information on the Eldar & Genestealer races, new rules for Space Marines & Terminators, painting guides, plus a history of the Space Wolves' Primarch Leman Russ. \$50.00



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MAG' SUBSCRIPTIONS

ADVENTURER'S CLUB

A quarterly B4 publication printed by Iron Crown, and containing specific articles for the *Champions & Fantasy Hero* RPGs. All issues feature a selection of short adventures, new creature and non-player character statistics (such as major villains), general essays on gaming technique, descriptions of various campaign organisations, notes for improved play, and other such related topics. An ideal companion for *Hero System* gamers. Publication regularity is good.



ADVENTURER'S CLUB - \$26.00 for 6 issues



ADVENTURER'S CLUB - \$47.00 for 12 issues

ANIMAG

Why did we include a magazine dedicated to Animaniacs? Because, (A) - it does have some relevance to the gaming fraternity: all those vivid, hi-tech cartoon slugfests between massive mecha combat vehicles & their young, glamorous pilots were the genesis for *Robotech* & *Battletech*. And (B) - we like alluring, doleful-eyed heroines! Each issue features extensive articles on Japanese TV and movie animation - with colour & black 'n' white sketches, stills, and diagrams. Publication regularity is fairly poor.



ANIMAG - \$43.00 for 6 issues



ANIMAG - \$77.00 for 12 issues

AUTODUEL QUART.

A literarily effort by Steve Jackson's company, catering exclusively to the *Car Wars* fanatic... er, enthusiast. Article definition is quite regimented: what you get is at least one scenario dedicated to vehicular violence, a selection of new weapons, accessories & vehicles, gaming advise from designers or smart-ass players (ie. "Drive fast & shoot often!"), and a short story on, you guessed it, vehicular violence. This 'mag' is both informative and entertaining. Publication regularity is fairly slow.



AUTODUEL QUARTERLY - \$30.00 for 4 issues



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BATTLE TECHNOLOGY

A bi-monthly publication that exclusively covers the universe of *Battletech* & *Mechwarrior*. Regular departments include: News Service - historical type stuff; Unit Update - a regional guide; BattleTAC - analysis of campaigns & tactics; plus BattleMechanics - new weapons tech data. Feature articles include such things as short stories, in-depth studies of Inner Sphere politics or military prowess, and other such related matters. Indispensable to all die-hard 'Mechheads! Publication regularity is good (I think).



BATTLE TECHNOLOGY - \$43.00 for 6 issues



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CHALLENGE

Games Designers Workshop's monthly mag' is the definitive publication for Sci-Fi roleplayers. Every GDW system is covered: *2300AD*, *Megatraveler*, *Twilight 2000*, *Space 1889* & *Dark Conspiracy*. Other games such as *Warhammer 40K*, *Battletech*, *Cyberpunk* et al, are also covered (though not as profusely as the former titles). Article definition involves RPG adventures, wargame scenarios, variant rules, new equipment, and general gaming essays. Publication regularity is very good.



CHALLENGE - \$33.00 for 6 issues



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DRAGON

TSR's popular monthly magazine. The emphasis is on *AD&D*, with a veritable treasure-chest of articles, adventures, & ads(!) for *Forgotten Realms*, *Dark Sun*, etc. Features on *Top Secret SI* & *Marvel Supers* are tolerated, albeit with less proliferation. Every issue includes such things as new spells, magic items, strange monsters, variant NPC classes, short stories, comics, game reviews, and a broad selection of essays on gaming techniques & campaigns. Publication regularity is excellent.



DRAGON - \$45.00 for 6 issues



DRAGON - \$81.00 for 12 issues

DUNGEON

TSR's bi-monthly publication specifically dedicated to *AD&D* or *D&D* adventures - with enough danger 'n' loot to satiate the wander-lust of any party. The player's quest for riches, fame & challenges is fulfilled with at least four, moderate to exceptional quality, mini-modules per issue. Every game is complete, with all necessary maps & diagrams included. Some adventures are campaign-specific, set in either the *Dark Sun*, *Spelljammer*, *Ravenloft*, or other such realms. Publication regularity is excellent.



DUNGEON - \$40.00 for 6 issues



DUNGEON - \$70.00 for 12 issues

GENERAL

Avalon Hill's great publication that deals exclusively with **Avalon Hill** simulations (what a surprise!). Each issue highlights a specific (usually new) product, with extensive feature articles. However a selection of popular games (such as *ASL*, *Third Reich*, *Diplomacy* etc.) are also regularly covered in detail. Article definition includes series replays, scenarios, designer's notes, strategy & tactics, optional rules, coming attractions & (infrequently) variant counters. Good publication regularity.



GENERAL - \$40.00 for 6 issues



GENERAL - \$70.00 for 12 issues

MEGA TRAVELLER

Digest Group's definitive *Mega Traveller* journal is supposedly on a quarterly production schedule, unfortunately we are unsure of release regularity. This great mag' offers complete adventures, detailed essays on post-rebellion politics, starship variants & systems, racial backgrounds, military paraphernalia, and more. Regular features include new equipment lists, questions & answers on rules, plus an Imperial news brief. Single issue purchases apply until further notice. Publication regularity is as yet unknown.



MEGA TRAVELLER JOURNAL - \$10.00 for ONE issue



MEGA TRAVELLER JOURNAL - Subscriptions TBA

RUN 5

Strategic Studies Group's excellent computer journal. As one would expect, the entire magazine is dedicated to SSG's range of excellent fantasy & military computer simulations. Each issue of this Australian publication features articles on designer's notes, computer-game reviews, detailed variant scenarios, strategy tips, and general articles covering gaming technique & mechanics. Unfortunately this magazine has a notoriously bad printing schedule! Publication regularity is almost non-existent.



RUN 5 - \$17.00 for 4 issues



RUN 5 - \$31.00 for 8 issues

UNSPEAKABLE OATH

A professional American fanzine-style B4 digest of arcane lore for the *Call of Cthulhu* keeper, player & enthusiast. Articles include the standard selection of scenarios, campaign details, new Lovecraftian (?) beasties, background source material, and other related miscellany. Everyone who enjoys *Chaosium*'s superb horror RPG would be well advised to invest in this magazine. Quality material by known English and Australian authors are regularly included. Publication regularity is slow.



UNSPEAKABLE OATH - \$30.00 for 4 issues



UNSPEAKABLE OATH - \$60.00 for 8 issues

WHITE DWARF

A glossy, monthly English magazine solely dedicated to **Games Workshop** products. Enthusiasts of *Warhammer RPG*, *Warhammer Fantasy Battles*, *Warhammer 40K*, *Space Hulk*, *Space Marine*, and all the rest, will find this invaluable. Articles cover adventures, scenarios, new rules, variant counters, backgrounds, and the like. Every issue contains photographs & specifications for new *Citadel* releases, plus colour pages highlighting superb miniatures painting! Publication regularity is very good.



WHITE DWARF - \$41.00 for 6 issues



WHITE DWARF - \$80.00 for 12 issues

CRAZY SPECIALS

PLEASE GIVE SECOND CHOICES

WARGAMES

GAMES WORKSHOP BIG BOXED SET SPECIAL

Crazy Special: \$300.00 Normally \$600.00

Well folks - the crazy specials of this quarter are chockers full of Games Workshop & Citadel stuff, and they are the craziest ever. Don't pass up these once in a life time specials, for I doubt you'll ever see them again.

In the BIG BOXED SET SPECIAL, you get the following six high quality Games Workshop games together, being: ADVANCED HEROQUEST, MIGHTY EMPIRES, ADVANCED SPACE CRUSADE, BLOOD BOWL, SPACE HULK, and SPACE MARINE. These games are also available separately, as per the Individual Price below. ADVANCED HEROQUEST is a game cleverly blending the quick play aspects of boardgaming and Role Playing. In this game players create characters and send them into labyrinths in search of wealth - contains 63 room tiles, markers, 36 plastic figures, etc. MIGHTY EMPIRES is a superb stand alone campaign game of the Warhammer Fantasy universe, but it can be used with any fantasy system. You can use it to plot movement of units, and then resolve the combat using the game or using your preferred miniatures battle rules. This contains 112 land tiles and 150 figures representing armies etc. ADVANCED SPACE CRUSADE recreates the ultimate struggle between the defenders of humanity and the alien hordes of Tyranids. Teams of Space Marine Scouts board the Hive bio-constructed Tyranid ships to do battle. This game contains 6 huge Tyranid Warriors and 15 space marine scouts, as well as a massive Hive ship interior of corridors, etc. BLOOD BOWL is a highly humorous game of fantasy football, using the game as an excuse to attack and maim the other team members - they may even score the occasional touchdown! Contains 32 figures and foam playing field. SPACE HULK focuses on the gripping conflict between the Emperor's elite Terminators and the unstoppable Genestealers, which occurs onboard massive floating space hulls. Contains 30 figures of Terminators and Genestealers, plus ship interiors. SPACE MARINE is an epic (ie, 1/300th) scale game of conflict between differing factions of humanity. This game contains 320 6mm high space marines, 48 vehicles, 64 bases, 14 buildings, and rules.

INDIVIDUAL PRICE LIST	Crazy Special	Normal Price
Advanced Heroquest	\$70.00	\$100.00
Mighty Empires	\$55.00	\$100.00
Advanced Space Crusade	\$60.00	\$100.00
Blood Bowl	\$65.00	\$100.00
Space Hulk	\$65.00	\$100.00
Space Marine	\$55.00	\$100.00

DUNGEONQUEST GW

1 to 4 lone adventurers search for a dragon's hoard in the eerie subterranean ruins of DragonFire Castle. Their quest for wealth is far from easy, as they move through 115 randomly selected room tiles, which ensure that every dungeon is different. 174 encounter cards provide monsters, traps, and treasures. Also contains 4 figures, and a 23" x 22" mapboard.

Crazy Special \$45.00 Normally \$80.00

GENESTEALER GW

This is a supplement for SPACE HULK, it cannot be used alone. It contains 15 25mm plastic miniatures, being Marine Librarians, and Genestealer hybrids armed with heavy weapons. There are 44 psychic cards, 8 extra wide corridors, 3 geotiles, plus scenarios and templates.

Crazy Special \$40.00 Normally \$65.00

SPACEFLEET GW

This cute boxed game is an introductory level game of space fleet action in the Warhammer 40,000 universe, in which huge gothic starships beat the proverbial #@&#! out of each other with awesome weaponry. This game focuses on combat between massive Eldar Wraithships and awesome imperial battleships. There are four beautiful plastic miniatures, gameboard, rules, and record cards. There are also many fine metal spaceships available separately for use with this game.

Crazy Special \$30.00 Normally \$50.00



ERE WE GO GW

This is a ork sourcebook for Warhammer 40,000, by Games Workshop. It is a hardcover book with 208 pages, detailing PainBoyz with their various attachments, army lists for three new clans, plus info on Runtherz, Weirboyz, Madboyz, Mekboyz, Tinboyz, cyboars, ork mekaniaks, kustom vehicles and weapons, robots, wargear, shokk attack guns, Freebooterz, painting guides, and more stuff too.

Crazy Special: \$40.00 Normally \$70.00

WARLORDS PAN

An entertaining 3 to 7 player game of political diplomacy and military expansionism in China from 1916 to 1950. The mechanics include famines, revolts, foreign aid, guerilla warfare, taxation, and more! Each warlords strategem must include liberal doses of bribery, coercion and negotiation, as well as careful resource management and military planning. Has 252 counters and 19" x 23" map.

Crazy Special \$6.00 Normally \$24.95

1944

A strategic game of the D-Day landings and the Allied drive for the Rhine. A stronger than normal emphasis is placed on 'elite' units involved in the campaign, for their judicious deployment is the key to victory. The 400 counters represent battalions, regiments, brigades, and divisions. With a 22" x 34" map, each hex being 15 miles.

Crazy Special \$40.00 Normally \$75.00

SS Amerika

This is a huge game of Case Gold, the Axis invasion of America. The armies of Germany, Italy, and Japan are pitted against desperate US, Latin American, and Commonwealth forces. Mechanics include national morale, technological developments, and specialised units. There are four scenarios, each focusing on a different invasion date, being 1941, 44, 46, 49. 800 counters represent regiments, divisions, corps, fleets, and air groups. There are four 22" x 23" maps.

Crazy Special \$55.00 Normally \$95.00

WWW

MINIATURES

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4 to 5 25mm figures per blister pack.

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- 1 boxed set CIPBS5 Skeleton Army **

* Contains: 24 superb plastic skeleton infantry.

** Contains: 1 two horse skeleton chariot, 8 skeleton cavalry, 30 skeleton infantry. All plastic.

CITADEL IMPERIAL CAVALRY SET

4 metal 25mm figures mounted on plastic horses per blister.

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(14-15th Century knights.)

WARHAMMER 40,000

(When ordering, please list figure codes, names, and quantity of each code, as per listed in each special.)

CITADEL SPACE MARINE SET

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- 1 packet of CI70119 Assault Space Marines
- 1 packet of CI70121 Space Marines
- 1 packet of CI70282 Space Marines in Mk 7 Armor

CITADEL VARIANT MARINE SET

2 to 4 25mm metal figures per blister pack.

Crazy Special \$18.00 Normally \$30.00

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- 1 packet of CI70378 Traitor Marines (2)



CITADEL SPACE ORK SET

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Crazy Special \$45.00 Normally \$80.00

You get:

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- 1 packet of CI70598 Ork Warbike
- 1 packet of CI70605 Ork Boyz
- 1 packet of CI70618 Ork Madboyz
- 1 packet of CI70620 Ork Odd Boyz

INDIVIDUAL PRICE LIST:

CI70605 Ork Boyz may be purchased separately, for \$10.00
CI70620 Ork Odd Boyz may be purchased separately, for \$8.00

CITADEL ELDAR SET

2 to 5 25mm metal figures per blister pack.

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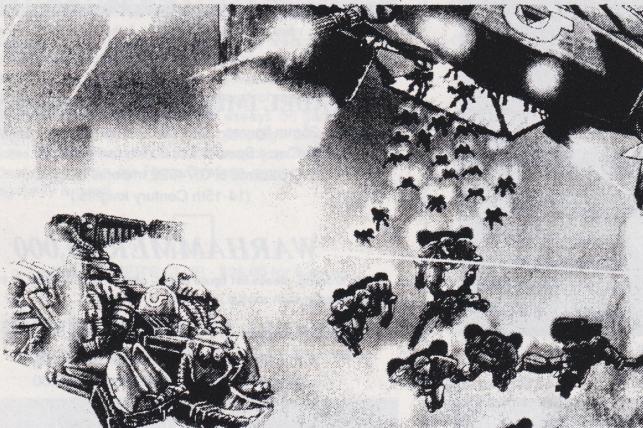
- 1 packet of CI71584 Eldar Guardians
- 1 packet of CI71560 Eldar Aspect Warriors
- 1 packet of CI71572 Eldar Exarchs

INDIVIDUAL PRICE LIST:

CI71560 Aspectz Warriors available separately, for \$9.00
CI71572 Eldar Exarchs may be bought separately, for \$9.00

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 For this you get one each of three boxed sets, (which are also available separately for the listed prices), being:
CIRTB1 Imperial Space Marines (Individual Price: \$30.00)
 With 30 plastic marines, with separate heads, weapons, etc.
CIRTB8 Predator Armored Vehicle (Individual Price: \$20.00)
 Plastic kit of imperial armored vehicle.
CIRTB14 Ork BattleWagon (Individual Price: \$35.00)
 Contains plastic battlewagon and 7 plastic orks.

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(When ordering, please list figure codes, names, and quantity of that code, as per listed in each special.)

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- 1 packet of C172789 Ork Armored Vehicles assorted
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- 1 packet of C172812 Titan Variant Kit

INDIVIDUAL PRICE LIST:

C172789 Ork Vehicles available separately for \$8.00

C172714 Imperial Vehicles available separately for \$8.00

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Crazy Special \$22.00 Normally \$45.00

You get:

- 1 packet of C172701 Imperial Titans
- 1 packet of C172738 Eldar Titans

CITADEL EPIC HORDES BOXED SET

Crazy Special \$180.00 Normally \$360.00

For this ridiculous price you get **eight** EPIC boxed sets, each including up to 300 6mm high plastic infantry, up to 30 vehicles, as well as bikes, speeders, artillery, aliens, etc.

Each item is also available separately, at the listed prices:

You get:

CIATB2 Ork Horde (Individual Price: \$25.00)

Has 200 ork grunts, 30 battlewagons, 40 bases.

CIATB3 Elder Legion (Individual Price: \$25.00)

Contains 20 grav-tanks, 200 infantry, 40 bases.

CIATB5 Space Marines (Individual Price: \$30.00)

Has 10 robots, 20 captains, 20 hyw wpns, 10 commanders, 200 marines, 20 terminators, 40 marines avec jump packs, 20 bikers, 10 landspeeders.

CIATB6 Space Dwarves (Individual Price: \$25.00)

Has 50 assault troops, 50 hyw bolters, 90 warriors, 10 missile launchers, 10 gunners, 10 guards, 10 exo, 30 bikers, 10 mortars, 10 exo-bikers, 10 thudd guns, etc.

CIATB7 Ork Invasion (Individual Price: \$30.00)

Has 10 boarboyz, 10 buggies, 10 warboss, 10 warbikes, 20 madboz, 20 stormboyz, 10 tractor beams, 160 orks, 20 gretchins, 20 nobz, 40 hyw wpn.

CIATB8 Chaos Horde (Individual Price: \$25.00)

Has 100 chaos marines, 50 chaos squats, 20 beasts, 10 champions, 10 trolls, 50 beastmen, 20 minotaurs, 10 discs, 30 juggernauts.

CIATB9 Elder War Host (Individual Price: \$18.00)

Has 20 harlequins, 20 scorpions, 20 wraiths, 10 jet bikes, 10 warlocks, 50 guardians, 20 scouts, 20 hawks, 10 artillery crew, 10 vibro cannons, 20 exarchs, 10 banshees, 10 hyw wpns, 30 jet bikes, 20 dragons, 20 reapers, 20 avengers, 10 grav artillery, 10 standard bearers!!!

CIATB10 Epic Stompers (Individual Price: \$25.00)

Contains 6 ork stompers (Titans), 12 elder dreadnaughts, 6 ork dreadnaughts, 24 chaos androids, 12 marine dreadnaughts, 6 ork shokk guns, 12 chaos dreadnaughts, 12 terminators, 6 mortars.

ROLE PLAYING

(When ordering, please give second choices.)

TWILIGHT 2000 2ND ED RPG BOOK

Crazy Special: \$25.00 Normally \$45.00

This is the perfect opportunity for everyone who wants to play Twilight 2000. For this offer we will supply you with the Twilight 2000 2nd Edition RPG Book - all you need to start playing the Twilight 2000 role playing game. The background is a Middle East war which plunged the European continent into a conventional and nuclear war. Each side bludgeoned the other into a standstill, and now the whole world is in devastation. Characters can be any nationality and have non-military backgrounds. 280 pages.

TORG RPG BOXED SET SPECIAL

Crazy Special: \$35.00 Normally \$60.00

A once only offer to get into a new and exciting Role Playing Game. In this offer we will send you the TORG RPG BOXED GAME, containing a 144 page rulebook, an 80 page worldbook, and 150 action drama cards to spice up the action. The background setting is our world in the near future, which has been invaded by great hostile beings, called the Possibility Raiders. Each Raider has set up part of his own dimensional reality upon a section of the Earth, transforming it into his own reality. Players take the part of Storm Knights, valiant defenders of humanity, attempting to overthrow the alien Lords. There are heaps of modules and sourcebooks available on this system, and heaps more coming out.

CYBERPUNK MODULE SPECIAL

Crazy Special: \$25.00 Normally \$45.00

TO co-incide with our first-ever printing of the CYBERPUNK RPG, we are also offering two modules at special prices. For this special we will send you NEAR ORBIT, a supplement of crews of orbital facilities struggling for survival, with new rules and equipment, and ROCKERBOY, a campaign supplement detailing the decadence and popular impact of cult music and the electronic media.

MECHWARRIOR RPG 1st ED

Crazy Special: \$14.00 Normally \$30.00

Well guys, now that the 2nd Edition Mechwarrior has come out, we have a quantity of the First Edition Mechwarrior RPG to clear out. It is still compatible with second edition stuff, except that it has no rules for the Clan invaders. It covers the lives of mechwarriors, the men and women who pilot massive war machines called Mechs, based on the Robotech series. There are 144 pages of rules and information, and is of moderate complexity.

DR WHO SPECIAL

Crazy Special: \$3.00 Normally \$24.95

Well folks, after the stunning success of the Lone Wolf Special offered in the last catalog, we were able to drum up another similar special. For this abnormally drastic price of only \$3.00, we are now offering you the DR WHO SPECIAL EFFECTS book, a must for all you DR WHO fans. The book is 96 pages long, and has heaps of full color photos, including shots of the irresistible K-9, exterior and interior, the different Tardis consoles, the Daleks in various stages, models, weapons, aliens, and many studio photos, showing how the filming and special effects were carried out. There's even a shot of K-9 getting a parking ticket! (Note: we have **large** stocks of this item.)

EMPIRE IN FLAMES GW

Crazy Special: \$30.00 Normally \$50.00

A supplement for the Warhammer Fantasy Role Playing game, this is a hardback book with a 144 page adventure. It can be a stand alone adventure, or a continuation of Power Behind the Throne or Kislev. The Emperor is weak, and the empire is torn by internal strife, civil war is looming. A symbol of unity must be found to stop the bloodshed - the Hammer of Sigmar, belonging to the founder of the empire. The adventurers must go to the Black Fire Mountains, following a 2,500 year old trail. Sound easy?

EXCALIBUR CRAZY SPECIAL LISTING

For all of you who have been involved in the gaming world since the early '70s, you will have heard of several of the below games, and you may wish to obtain them for sentimental reasons. So all customers please note: the following wargames are old (early '70s), and therefore contain out of date artwork, game components, and rules. But they are cheap!

Caen France 1944 Ziplock \$8.00

Casino 1944 Ziplock \$8.00

Crimea 1941-42 Ziplock \$8.00

Sidi Rezegh 1941 Ziplock \$8.00

Total War 1939 Poland Ziplock \$10.00

Quasar Sci-Fi Ziplock \$16.00

Malaya 1941 Ziplock \$20.00

Mongol Golden Horde Ziplock \$15.00

Ancient Conquest 550-343 BC Ziplock \$18.00

Barbarian Kingdom & Empire Boxed \$20.00

Gettysburg Boxed \$22.00

Remember Gordon! Boxed \$18.00

Alien Contact Sci-Fi Boxed \$22.00

Sovereign of High Seas Boxed \$17.00

Cyborg Wargame \$10.00

Heavy Weight Boxing Game \$14.00

Roulette Baseball \$15.00

Trax Game \$10.00

Iron Horse Card Game \$12.00

The Quest RPG Aid \$7.00

COMPUTER GAMES**ALIEN DRUG LORDS PAN**

This highly amusing and humorously funny game of attempting to destroy a galactic drug ring, has received extremely bad publicity due to the fact that it contains the word "DRUG" and has a picture of a syringe on the front cover! As a result of this small minded response by U.S. critics, the game has been removed from the market! However, do not fear! We at Military Simulations did not want to see such a high quality game die a quiet and unfair death - so we have arranged to snatch up large stocks of the game at rock bottom prices. So! Here's your chance to enter the weird world of Chyrsopia, as you are an agent for the CIA - Celestial Investigation Agency, tasked with a mission to save the civilised galaxy of bug eyed monsters from a vast conspiracy. A highly addictive and destructive drug has been secretly distributed to major worlds, and there is only one known antidote to it - but the single manufacturer of this antidote is using it for massive extortionist purposes. Your mission, should you decide to accept it, is to infiltrate the point of drug manufacture and destroy all facilities, as well as returning with the formula for the antidote. But this won't be easy - subterfuge, intrigue, deceit, master criminals, xeno мерсs, alien cults, and hordes of bug eyed monsters and creeping, crawling green things are in your way!

AMIGA - \$20.00

Normally: \$60.00

Alien Drug Lords

\$5,250.50

Now, what will it be Sir?

MINIATURES RULES

ANCIENT RULES - WRG

ANCIENT RULES 7th Ed. HISTORIC Wargames Research Group's 3000BC to 1485AD rules. Each figure (of any scale - 5mm to 30mm) represents 20 men. All troop types (from archers to elephants), weapons, formations, and tactics for the period are included in a 56-page book, plus reference cards. The rules include historic background, field engineering, fortifications, unusual 'terror' weapons, and basic stratagems. \$15.00

BATTLESYSTEM

BATTLESYSTEM FANTASY A moderate-complexity system covering large-scale battles between 25mm fantasy units (particularly *Re! Partha's* excellent range). With 3 levels of rules complexity, featuring magic, heroes, monsters, flying, sieges, and much more. Each figure represents one creature or character - but common troops appear on multi-figure bases, and fight as a formation. AD&D Player-characters can be used as heroes in any Battlesystem scenario. Made by TSR. 128 pages with colour photographs. \$35.00

BATTLESYSTEM SKIRMISHES

Modified Battlesystem rules designed specifically for small forces (10 to 50), with each figure fighting as an independent combatant. Can be used in conjunction with AD&D. Mechanics include morale, experience, personal challenges, ethereality, aerial combat, blind fire, magic weapons, illusions, war machines, wizards, priests, and more. 128 pages, with templates & painting guide. \$35.00

BLADESTORM

BLADESTORM FANTASY Skirmish-level system where each figure represents a single combatant. The mechanics allow for quick combat resolution and are specifically designed for small unit engagements. Of interest is the background material that features a chaotic, divided land shrouded within a mantle of ferocious magical gales called Bladestorms. Includes a 64 page rulebook, a 160 page world sourcebook, a 32 page scenario book, a 32 page colour troop guide, two large colour maps & dice. By Iron Crown. \$45.00

BLADESTORM BESTIARY

A 96 page bestiary that features undead, dragons, shape-changers, demons, zepher hounds, etc. With 10 scenarios, encounter generators and treasure tables. \$25.00

CHALLENGER II

CHALLENGER II MODERN Covers battlegroup combat from 1950 to the 1990's. Each micro-scale miniature in the game represents one weapon. The 66 page rulebook includes reference-charts, a beaten-zone template & 170 markers. The popularity of this product is due to its comprehensive detail & excellent tactical integration of the combined-arms doctrine. Mechanics cover the command network, communication, multi-role ordnance, electronic & NBC warfare, engineering, helicopter operations, air support, and much more. \$15.00

MODERN EQUIPMENT HANDBOOK

92 page guide to equipment specifications & point values. Contains a compendium of vehicles (MBTs, tank destroyers, APCs, ACs, recon units), anti-tank missiles, rockets (chemical, conventional & nuclear), anti-aircraft systems, mortars, artillery & helicopters from 49 countries! \$15.00

DIGEST #3

Features a global catalogue of engineering vehicles (with unit compositions), plus 2 scenarios, variant close-assault mechanics (for faster combat resolution), equipment data updates, and an Army list update. 68 pages. \$14.00

DIGEST #4

Ultra Modern Army Lists Volume 1. This 77 page book details comprehensive unit compositions of the major & neutral forces on the central European front. \$15.00

DIGEST 5

Features comprehensive tables of organisation for the Middle East, Africa, the Far East, Latin America, and superpower Intervention Forces. Includes a brief listing of 'hot spot' forces from Central America. 77 pages. \$15.00

COMMAND DECISION

COMMAND DECISION 2nd Ed. WORLD WAR 2 Tactical rules for combined-arms combat in Europe. This box set features a 32 page rulebook (with basic & advanced mechanics), 16 pages of weapon data (covering America, Germany, Italy, Russia & England), a 28 page divisional unit organization book, a 12 page campaign book with 6 scenarios, a rules summary folder, 4 charts, plus markers. This is a very playable system for any scale. Includes the *Bastogne* (48 pages, 16 scenarios) and *Barberossa* (64 pages) campaign modules. \$40.00

COMBINED ARMS

MODERN

Uses the Command Decision system for contemporary wargaming. Sophisticated electronics have accelerated the pace of combat, while high-tech munitions greatly enhance the severity of destruction. The rules stress command-control, and are designed so that players must balance unit integrity & maneuver or suffer attrition. Includes mechanics for air power, NBC warfare & combat engineering. With complete gun charts & current vehicle-organisational lists for 12 countries. 152-pages. \$25.00

OVER THE TOP

WORLD WAR ONE

Rules for tactical combat in the bloody mire that was World War I - the dawn of modern warfare. The game mechanics feature gas, artillery barrages, complex trench systems, rudimentary AFVs, and the deadly machine gun. This 128 page book includes 10 scenarios (one involves Australian cavalry in the Holy Lands), two campaigns, and complete national Orders of Battle. \$25.00

DE BELLIS ANTIQUITATIS

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ANCIENT

Wargames Research Group's fast-play campaign rules. This 20 page book contains simple, yet effective, mechanics that cover troop definitions, terrain, camps, close combat, missile fire, artillery, etc. Includes a suggested six nation campaign, plus historical army lists. \$6.50

FANTASY WARRIOR

FANTASY WARRIOR

FANTASY

Grenadier's incursion into the realm of fantasy tabletop wargaming is a pleasant surprise. They've produced a low-to-moderate complexity system that allows play to flow quickly without sacrificing the details necessary for an epic swords 'n' sorcery battle. The 56 page rulebook includes sections on orders, scouting, warchief boasting, omens, threats (quite useful), magic, talismans, army lists, etc. There are also 150 markers, various dice, and 102 plastic miniatures (Dwarves & Orcs). \$70.00

FANTASY WARLORD

FANTASY WARLORD

FANTASY

A mass-combat system that encompasses field armies of unlimited size. The mechanics feature formation-level manoeuvre & combat resolution, with individual warrior-heroes, priests, thieves, wizards and discipline masters. Details include army creation, unit organisation, orders, flying, terrain, missiles, morale, divine intervention, divine agents, magic armour & weapons, artifacts, two types of battle-magic (Arcane & Divine - 109 spells), tactical tips, campaign-world source material, racial backgrounds and numerous reference sheets. 192 pages. \$40.00

FANTASY ARMIES OF VORTIMAX (Module) TBA
FANTASY ARMIES BESIEGED TBA

GALACTIC WAR

GALACTIC WAR

SCIENCE FICTION

A skirmish-level system detailing a war between humanity and the alien VorTechs. This box set features a 48 page rulebook, an 8 page scenario & terrain pack, introductory rules, counters, plus over 100 25mm plastic Grenadier miniatures. More details next catalogue. Future releases will introduce the gargantuan Goliaths, fire-breathing Drakes, web-spinning Arachnoids, robotic Microns, VorTech Cyberserkers, and much more. Due Dec. \$60.00

HARPOON

HARPOON

MODERN

Excellent tactical naval wargame rules. This box set features a 48-page rulebook, the 144 page *Data Annex 1990-91* book (see below), a 16 page scenario book, two reference cards and 168 counters (if you can't afford miniatures). The mechanics are detailed, and allow for a realistic interpretation of near-future conflicts. Incorporates devastating air power & sophisticated electronics with a variety of surface vessels & submarines. However, these rules require extensive book-keeping (unit damage allocation, ammunition expenditure, fuel, etc). Great! \$60.00

BATTLES OF THE 3rd WORLD WAR

Contains 14 scenarios of Soviet & NATO naval engagements in the North Atlantic. With new rules, secret weapons, plus essays on maritime strategy. 48-pages. \$18.00

SHIP FORMS

25 detailed status sheets for popular ship-classes in the NATO (12 entries) & Soviet (13 entries) fleets. Full game data for each vessel is included, as are 9 aircraft & 4 helicopter profiles, plus a scenario-generation system. \$18.00

SUB FORMS

Like Ship Forms, this 48 page supplement is designed to speed-up play & make references to the combat vessels easier. Features 38 detailed, ready-to-play submarine data-sheets, representing boats from 7 countries. \$18.00

ASW FORMS

Contains comprehensive data-sheets for 32 NATO & Soviet Anti-Submarine Warfare vessels, aircraft & helicopters. With an ASW scenario-generation system! \$18.00

DATA ANNEX 1990-91

Filled with concise technical specifications on modern ships, submarines, aircraft, weapons, missiles & electronics. This 144 page supplement details the world's fleets, including near-future vessels & on-board systems. Also features new aircraft endurance rules. \$22.00

THE SOUTH ATLANTIC WAR

Features 24 scenarios that recreate the furious clashes between Britain & Argentina in their battle for control of an island full of cold sheep (not New Zealand). Includes pre-generated ship status sheets, historical background, force lists, environmental data & land campaign rules. \$25.00

TROUBLED WATERS

Pregenerated ship forms and special rules that cover the navies of the third world, with scenarios that emphasize current global trouble spots. 64 pages, due Nov.? \$27.00

JOHNNY REB

JOHNNY REB

2nd Ed. U.S. CIVIL WAR One figure (of any scale) represents 20 soldiers, forces are deployed in Regimental formations. Players are able to recreate massive Corps-level engagements. Includes an 86-page rulebook (illustrated with diagrams), 11 pages of scenarios, 2 quick-reference charts & 300 counters (if you don't want to purchase miniatures). Comprehensive in its historic detail, but with playable mechanics. \$50.00

TO THE SOUND OF THE GUNS

Excellent campaign supplement that spans the entire War of the Rebellion. Contains 12 scenarios, some of which feature special rules that cover the unique problems faced by the Union or Confederate troops involved. \$18.00

KRYOMEK**KRYOMEK****SCIENCE FICTION**

Skirmish and mass-combat level rules depicting a war between the Nexus Tri-Federation Alliance & hive terror-creatures. The fast-play mechanics include a command-chit order system, and a low threshold of dice throwing. Features alien terrain, troop experience, rank progression, skill bonuses, extensive campaign background, weapons tech, morale, drones, bio-engineering, combat vehicles & much more. Complemented by a superb range of 25mm Fantasy Forge miniatures & resin kits. Due Dec. \$35.00

NAPOLEON'S BATTLES**NAPOLEON'S BATTLES****HISTORIC**

Rules for grand-tactical brigade-regimental warfare from 1792 to 1815. Includes unique mechanics that stress Command-Control & player interaction. One 15mm figure represents either 120 infantry or 80 cavalry, with 1 artillery base per battery. One turn = 30 minutes, one inch = 100 yards. Features an introduction (32 pages), a scenario book with 8 battles and DYO (48 pages), a rulebook with three complexity levels (36 pages), reference cards, templates, and 186 counters. Over 350 troop types, and 800 leaders are rated for their abilities. By **Avalon Hill**. \$60.00

NAPOLEON'S BATTLES EXPANSION MODULE

Features rules errata for the parent game, more details on scenario generation, plus optional mechanics (terrain & formations, etc), and 9 complete scenarios - from Valmy 1792 to Craonne 1814. 54 pages. \$27.00

PHOENIX COMMAND

PHOENIX COMMAND 2nd Ed. **GENERIC**
A quick-playing and extremely realistic small-arms combat system. Any number of players can participate in gritty man-to-man scenarios of modern melee combat. Includes basic, advanced & optional rules plus a character generation system and a comprehensive listing of contemporary weapons (pistols, SLRs, LMGs, grenades, shotguns, etc al). 90 pages. Highly recommended. \$35.00

ADVANCED DAMAGED TABLES

A detailed, graphic expansion of the Hit Location & Damage tables. Includes rules for bullet paths, low penetration effects, target shock, bone ricochets, and over 60 bodily hit locations. This much family fun can't be legal! \$20.00

ARTILLERY SYSTEM

Here's some heavy hardware that's guaranteed to turn targets into fertiliser! With 72 pages detailing individual guns, rockets & mortars; plus rules for indirect fire, fire missions, air & ground bursts, defensive positions, etc. \$27.00

HEAVY METAL

Details the capabilities of eleven different types of power armor, as well as describing hit locations and damage tracking. Includes rules for weapon-battlepacks and auxiliary-packs, plus Dragoncrest equipment. \$27.00

HIGH-TECH WEAPON DATA SUPPLEMENT

A 32-page list of futuristic weaponry (such as Sliver, Flechett & Lase munitions) and body armor (flex, power, etc.). Includes data on caseless ammo, mines, launchers et al. Ideal companion to Cyberpunk genre games. \$22.00

MECHANISED COMBAT SYSTEM

I imagine that the theory behind this one is that if you can't shoot the buggers, then run 'em down with a bloody great tank! Will cover modern weapon systems. Due? \$20.00

SPECIAL WEAPONS DATA SUPPLEMENT

Contains the necessary rules/data for a variety of unusual weapons, like riot control gear, flamethrowers, miniguns, claymores, modern bows, silencers, Special Forces gear, & garrotes. 32-pages of more family fun. \$20.00

WILD WEST WEAPON DATA SUPPLEMENT

Features 48 popular weapons of the period, with an overview of 19th century weapons development. Includes rules on quick drawing, fanning revolvers, speed loading, and other classic western-shootout kinda stuff. \$15.00

WORLD WAR II WEAPON DATA SUPPLEMENT
Features over 80 small-arms (pistols, HMGs, SMGs, rocket launchers, explosives, etc al) from Italy, France, Germany, Russia, America, Britain & Japan. An ideal supplement for squad-level WW2 miniatures games. \$18.00

RULES ACCORDING TO RAL**CHAOS WARS**

FANTASY
Fantasy wargaming rules specifically designed for use with **Ral Partha** miniatures. The mechanics are structured for ease of play, and are flexible enough for both small skirmishes or much larger confrontations. One figure represents one person or creature - battles are conducted by formations - with individual leaders, heroes, wizards & monsters. This boxed set includes a 28 page rulebook (with 4 scenarios), 2 reference charts, 8 character cards, and 5 miniatures (with game stats). Quite recommended - quick turn resolutions & great fantasy character. \$27.00

SPACE 1889

SOLDIER'S COMPANION SCIENCE FICTION
An effective set of rules that meld science fiction with Victorian era colonial adventurism! Basically this is a good set of 19th century colonial rules: however, the land, aerial & aquatic forces are liberally spiced with weaponry of a more fantastic nature - land juggernauts, combat tripods, zeppelins, and autogyros, etc. Also includes complete Army Lists for the combatants of Earth, Mars, Venus & Luna. A serious set of wargaming rules that features a lot of imagination and pulp imagery. 192 pages. \$25.00

IRONCLADS AND ETHER FLYERS

Aggressive nations contest for domination of the world's oceans during the unstable period before the Great War. These detailed aeronaval rules enable clashes between armadas of dreadnoughts, monitors, submarines, aerial cruisers, ether battleships, zeppelins, and the like. This 108 page book features extensive 'period' mechanics, special weapons, ship forms, 9 scenarios, 6 campaign games, a ship design system, and vessel lists for 29 nations. Compatable with **Soldier's Companion**. \$25.00

SPACE MARINE II

SPACE MARINE II SCIENCE FICTION
Set in the **Warhammer 40,000** universe, this is a game of tactical land combat in a brooding, gothic universe where a techno-religious empire fights an array of fantasyesque races and the dread spectre of Chaos! **Citadel's** superb Epic-scale miniatures are designed for use with these rules, and they amply reflect the draconian future that is **Space Marine's** background. The 2nd edition version features new points values & mechanics, plus plastic miniatures - 12 Land Raiders, 24 Rhinos, 240 Marines, 12 Eldar Grav Tanks, 120 Eldar Guardians, 18 Ork Battle-wagons, 180 Ork Boyz & 1 Warlord Titan. Due soon? TBA

MARINE CODEX

This supplement should feature advanced damage rules, campaign play, details on a host of Imperial, Eldar, Ork & Chaos weapons, plus all of the new peripheral **Space Marine** articles that have appeared in **White Dwarf**. TBA

STAR WARS

STAR WARS MINIATURES BATTLES SCI FI
A 112 page book of tactical squad-level combat in the Star Wars universe. The rules feature two levels of complexity, as well as mechanics for close-assault, alien terrain, squad creation, heroes, 'droids, morale, hidden movement, special weapons, the force, etc. Abundantly illustrated. Includes templates, markers, and scenarios. \$40.00

TACTICA

TACTICA ANCIENT
A comprehensive set of rules for 25mm (or 15mm) ancient era campaigns. The mechanics stress the historical limitations of units, maneuver restrictions for certain troop types, battleline depth & frontage, angle of attack, troop quality, etc. 90 pages, with some glorious colour photos. Includes exhaustion, wheeling, post-melee movement, massed & skirmish missile fire, variant melee types, chariots, elephants, plus 25 accurate & complete army lists. A factual, yet playable, format. **Tactica Supplement** One is a 32 page bonus inclusion that contains a few new rules & 22 army lists - in future this will be sold separately. \$45.00

WARHAMMER FANTASY BATTLES

WARHAMMER FANTASY BATTLES FANTASY
3rd edition 278 page softcover book. Mechanics are very detailed and have a great amount of character. Every imaginable aspect of heroic combat is covered - chariots, aerial combat, character skill-levels, champions, generals, wizards, elite units, special forces, camp followers, leadership, war beasts, war engines, racial types & much more, plus a wealth of background material on the **Warhammer** universe. Units are allocated to regiments, with morale & combat efficiency pertaining to the whole formation - heroes, magic-users, monsters, special weapons, and other such elements become potent auxiliaries. Includes a scenario plus 24 pages of templates & charts. \$45.00

REALM OF CHAOS VOL. 1

Also for use with **Warhammer 40000**, this book features new rules for chaos magic, Daemonic weapons & chaos attributes! Plus a comprehensive array of information pertaining to the chaos deities, chaotic organisations, cults & Army Lists. "For Mature Gamers" says the blurb on the cover, no doubt this helps boost their sales to younger players! 282 pages of gothic-horror splatter frenzy. \$70.00

REALM OF CHAOS VOL. 2

This 296 page tome of gut-wrenching, spine-quivering and ball-shrivelling terror further describes the obscene world of Chaos for **Warhammer Fantasy & Warhammer 40000**. Details include new magic, chaos gifts, narrative campaigns, monoliths, the Dark Tongue, lesser powers, new warbands & cults, daemon legions, the Chaos armies of Nurgle, Tzeentch, renegades, plus lots more! \$70.00

WARHAMMER ARMIES

This 162 page softcover book presents a huge array of army lists (with revised army-record sheets) for everything from dark elves & pygmies, to mercenaries & gobbos. Also features new rules on combat, special troops, magic, artifacts & monsters. All troop-types are illustrated, as are shield & banner designs for gung-ho painters. \$45.00

WARHAMMER SIEGE

140 page softcover detailing fortress assaults & defense, for both **WH Fantasy Battles** & **Warhammer 40K**. TBA

WARHAMMER 40,000

WARHAMMER 40K SCIENCE FICTION
A tactical science fiction miniatures system suitable for games varying in size from simple skirmishes to monster engagements. Rules include psychology, robots, aerial combat, psionics, mutants, personalities & bionics. There is also a comprehensive listing of the weapons, armour & combat vehicles of this gothic future. Extensive background information is provided, with a brief history of the Imperium, as well as a detailed bestiary of the bizarre beasties and cruel aliens that inhabit the known planets. With 272 pages, plus unit-briefs, templates & record sheets. Designed for use with **Citadel** miniatures. \$50.00

WARHAMMER 40,000 COMPENDIUM

A 198 page softcover book that includes rules for medics, crates, bikes, predators, dreadnoughts, robots and other such related miscellany. There are also extensive painting guides for **Citadel's** superb range of miniatures, and other articles of interest for the **WH40K** enthusiast. \$50.00

WAARARGH - ORKS!

104 page Ork sourcebook containing everything you ever wanted to know about this obnoxious, brutish race. Experience the culture, however rude and filthy, of the infamous Mad Boyz & their brethren. Covers Orc history, society, castes, clans, uniforms, banner art, languages, Gretchin's, Snotlings, the much abused Squigs, and more. \$50.00

'ERE WE GO

More Ork source material - 208 pages - details include Painboyz (with various nefarious attachments), army lists for 3 new Clans, Runtherdz, Weirdboyz, Madboyz, Mekboyz, Tinboyz, cybars, Ork mekaniks, kustom vehicles & weapons, robots, wargear, shokk attack guns, Freebooterz, painting guides, and heaps more besides! \$70.00

WARHAMMER 40K COMPILATION

Yet another supplement that features a plethora of material taken from the **White Dwarf** magazines. This includes Army Lists and extensive background information on the Eldar & Genestealer races, new rules for Space Marines & Terminators, painting guides, plus a history of the Space Wolves' Primarch Leman Russ. \$50.00

Cyberpunk Data Screen	\$20.00
Colour game screen featuring all the important tables & combat summaries, includes a 32 page adventure set in 2020 Melbourne.	
Eurosourcebook	\$27.00
Details the world effects of the European Economic Community, and the Euro life-style. With 3 adventures [England, Spain & France].	
Euro Tour '91 • Due Jan. '92	\$22.00
Hardwired	\$22.00
Sourcebook of the high tech, low-intensity war between Earth's persecuted inhabitants & the autocratic denizens of Orbital Platforms.	
Near Orbit	\$18.00
New skills, equipment, etc. for the orbital colonies, from manufacturing & pharmaceutical factories, to the luxurious palaces of the elite.	
Night City Sourcebook	\$25.00
Huge campaign supplement featuring street-block maps packed with data on services, entertainment, gangs, businesses, etc. 184 pages.	
Rockerboy	\$18.00
Details the glittering decadence & pueral impact of cult music, as well as the social influence of the powerful electronic media. 80 pages.	
Solo of Fortune	\$20.00
Sourcebook for Cyberpunk's toughest character class - the Solo. New rules, as well as data on equipment, weapons, street gangs, etc.	
Tales from the Forlorn Hope •	\$22.00
An adventure set in Night City - due Dec?	
When Gravity Falls •	\$22.00
Sourcebook of a dark-future ghetto, warped by designer bio-tech, computer-chip personalities, and designer stimulants. Due early '92.	

CYBERSPACE

SCI-FI	A depraved & polluted future Earth controlled by corporate giants & their hi-tech mercenaries. A computer culture world of neo-punk tribal violence.
	IRON CROWN

CYBERSPACE	\$25.00
Tech supremacy in 2090 hasn't come cheap: over-population, environmental pollution, corporate politics, urban violence, and low intensity wars have poisoned the dream of a future utopia. 208 pages.	
BodyBank	\$15.00
Character Compendium #2. A compendium of 27 illustrated personalities - from corporate high-flyers, to grim street-wise punks.	
Chicago Arcology	\$40.00
Nested in the labyrinthine heart of the decaying Midwest Sprawl is the luxurious New Edison corporate complex, surrounded by the resentful guitar districts with their street gangs & urban homeless.	
CyberRogues	\$16.00
Character Compendium #1: 30 illustrated personalities ready for play in any campaign. Includes personal data, game stats & skill specs.	
Cyberskelter	\$18.00
64 page adventure with 4 interconnected multi-continent scenarios.	
Death Game 2090	\$15.00
Sintech offers the user an avenue of escape from the grim life on the streets. But advances in simulation technology have begun to blur the distinction between reality and fantasy, with very deadly results.	
Death Valley Free Prison	\$25.00
Death Valley has become a huge maximum security penitentiary, where people escaping society are joining the outlaw settlements.	
Edge-On	\$15.00
Features 4 adventures that take place in the Pacific Sprawl, decaying San Fransico, an off-shore drilling platform & the Amazon Rainforest.	
Sprawlgangs and Megacorps	\$22.00
A detailed compendium of 20 brutal Sprawlgangs, 16 global 'super-power' Megacorps, 5 enforcement organisations, and 7 freelance NPCs	

DARK CONSPIRACY

SCI-FI	A decaying, polluted near-future Earth where other-worldly denizens have secretly manipulated world events in a conspiracy that has lasted since ancient times.
	GDW

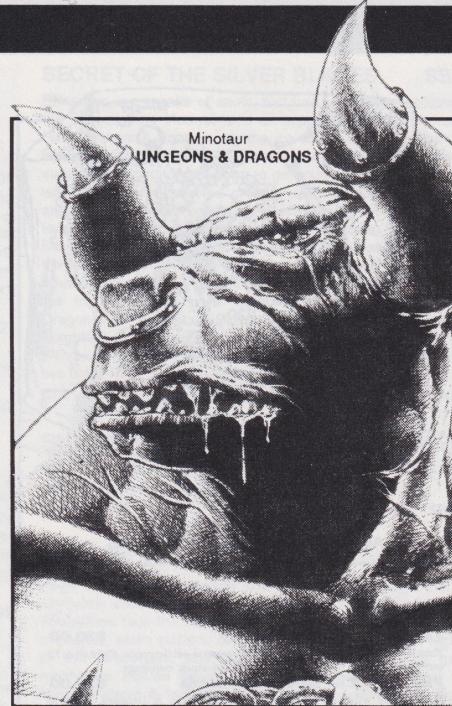
DARK CONSPIRACY	\$45.00
Despite advances in technology world society has begun to fall into ruin. Puzzling nightmare powers, hidden since the rise of civilization, have manifested themselves to challenge humanity's rule. 336 pages.	
Darktel •	\$25.00
An equipment guide covering everything from gruesome biological Dark Minion weapons, to futuristic ET constructs, and the advanced mega corporate technology that pamers the elite. 104 pages.	
Dark Races Sourcebook (due April '92)	\$22.00
Empathic Sourcebook (due Aug. '92)	\$22.00
Heart of Darkness	\$20.00
A mystic opal holding the mind of an ancient sorceress becomes a key to releasing a hideous race of parasites upon the world. 72 pages.	
HellsGate •	\$20.00
A lurking monstrosity begins a campaign of terror against the corporate space program. Due Jan. '92.	
New Orleans •	\$20.00
An ancient fiend and its legion of servitors is preying on the ghettos, dragging victims thru the sewers and into the swamps beyond. As the city panics, the corporates dump tons of toxic filth into the wastes.	
Protodimensional Sourcebook (due Nov. '92)	\$22.00

DUNGEONS & DRAGONS

FANTASY	The beginner's version of AD&D - translated into 13 languages, millions of copies this RPG have been sold worldwide. Recommended for players aged 12 and over.
	TSR

RULEBOOKS

D&D BASIC RULES	\$25.00
The original box set containing a Players Manual (64 pgs.) & Dungeon Master's Rulebook (48 pages), plus dice. For character levels 0 to 3.	



Dungeons & Dragons Game	\$50.00
Contains an excellent instructional program called the Dragon Card Learning Pack, a 64 page rulebook, a 6-panel DM's screen, dice, 48 colour character/monster counters, and an adventure map. This is specifically designed for beginners, and as such is easy to learn.	
Rules Cyclopedia •	\$40.00
This 304 page book replaces the Expert, Companion & Masters box sets. Details DM & Player information for character levels 4 to 36.	

ADVENTURE MODULES

BASIC LEVEL (1-4)	
Quest for the Silver Sword •	\$14.00
A party of intrepid adventurers must enter a Wizard's keep and kick some ass to end a curse, and retrieve a fabled Elven sword. Due Jan.?	
B11 King's Festival	\$10.00
Introductory module - a Cleric has been kidnapped by Orcs, thus preventing the King's Festival from beginning. He must be rescued.	
DDA1 Arena of Thyatis	\$13.00
It's the festive season in Thyatis, and for dungeon-weary adventurers it's a great time to meet the aristocracy, enjoy a few duels, and fight in the arena for a little fame! Features a new PC class called the Rake.	
DDA2 Legions of Thyatis	\$13.00
Political subterfuge threatens to undermine Thyatis - the PCs can win significant rewards if they survive the deadly intrigues of court.	
DDA3 Eye of Traldar	\$15.00
An evil Baron seeks to gain more power over his nervous neighbours. Unless a party of adventurers brave Fort Doom to steal an artifact.	
DDA4 The Dymrak Dread • (due Dec.)	\$15.00
Goblins are particularly obnoxious & loathsome, but in Dymrak Forest the local clan has a far worse reputation for unsavory behaviour.	

EXPERT LEVEL (4-14)

DA4 The Dutchy of Ten	\$18.00
The Well of Souls is an unholy artifact created in a volcano's molten heart - as an anathema to all lawfully kingdoms, it must be destroyed.	
X6 Guagmire!	\$13.00
A poor city is besieged by a rising sea. While supply ships are turned away strange creatures from the surrounding swamps gather in force.	
X8 Drums on Fire Mountain	\$13.00
The mysterious Shipbane & pirating Orcs wreak havoc on the Sea of Dread, both led by a malign intelligence that must be destroyed.	

X13 Crown of Ancient Glory	\$18.00
The King is dead, his Crown is missing, and the royal heir lost at birth. Neighboring nations ready for war, while spies & traitors await their chance to add to the confusion. It's your job to solve this mess!	
XL1 Quest for the Heartstone	\$8.00
The Queen finds herself in deep pool, her salvation lies with the fabled Heartstone which is buried somewhere in the Mountains of Ice.	
O2 Blade of Vengeance	\$13.00
An adventure for 1 character and a DM. A famed Elfin champion returns to find his once peaceful home under magical attack.	

MASTER LEVEL (26-36)	
M1 Into the Maelstrom	\$10.00
An immortal emperor, betrayed by his authority, seeks vengeance against an ancient empire by shrouding it in a deathly fog.	
M2 Vengeance of the Alphaks	\$15.00
Alphaks, the despoiled Immortal in M1, is back. This time he's provoking two volatile nations into conducting an apocalyptic war.	
M3 Twilight Calling	\$15.00
Through seven gates lie seven realms. In these realms stand seven guardians with seven symbols. From these symbols comes the key...	
M4 Five Coins for a Kingdom	\$15.00
A city vanishes; in its place appear 5 very magical coins. To save the kingdom a mighty Wizard from a realm of sky-islands must be slain.	

M5 Talons of Night	\$10.00
A new age of peace threatens to spoil Alphaks' plans for a huge war, in frustration he kidnaps some diplomats and frames the players!	
IMMORTAL LEVEL (36+)	
IM2 The Wrath of Olympus	\$18.00
Recipe to save the world: (A) create artifact, (B) defeat host of legendary foes, and (C) rescue immortals imprisoned by Daemons.	
IM3 The Best of Intentions	\$13.00
Immortals are dying - the only way to solve this blatant contradiction in terms is by participating in the multi-plane Immortal Olympics!	

D&D CAMPAIGN GAZETTEERS

GAZ1 Grand Duchy of Karamelkos	\$22.00
Includes a colour map of Karamelkos and two major city guides.	
GAZ2 The Emirates of Ylaruan	\$18.00
Details everything from the capital desert city to lowly caravan villages.	
GAZ3 The Principalities of Glantri	\$20.00
A nation ruled by a puissant wizard-princess, and known for its all-consuming infatuation with the enigmatic Secret of the Radiance.	

GAZ4 The Kingdom of Terendi	\$18.00
A nation comprised of 10 tropical islands. With rules for naval warfare	
GAZ6 The Dwarves of Rockhome	\$20.00
Information includes history, government, economy, and geography.	
GAZ7 The Northern Reaches	\$22.00
Covers 3 Viking nations: Soderfjord, Vestland & Ostland. With separate Player & DM books, a double-sided map, and D&D Runic Magic.	

GAZ8 The Five Shires	\$20.00
Sourcebook on Halfling society. Includes a Halfling character class, halfling magic (scary!), adventures, and the dreaded Halfling pirates!	
GAZ9 The Minrothad Guilds	\$20.00
The Minrothad Guilds control most of the vital sea-faring trade. Includes a Merchant character class, new magic, & a sea-trade map.	
GAZ10 The Orcs of Thar	\$22.00
Details on Orc culture, major personalities, settlements, etc. Includes Orc characters & spell-casters, the Orc King, plus a boardgame!	

GAZ11 The Republic of Darokin	\$22.00
Darokin power comes from wealth, social & political influence is tied directly to the success of commerce. With a Merchant character class.	
GAZ12 The Golden Khan of Ethengar	\$22.00
Vast plains peopled by fierce horse tribes, are united by a single leader. Includes a Shaman character class, with unique spell abilities.	
GAZ13 Shadow Elves	\$20.00
Describes the vile Dark Elf underworld realm - a violent empire that worships evil spider gods & potent magicks. Includes new spells, etc.	

HOLLOW WORLD

Hollow World	\$40.00
Beneath the Gazetters world resides a vast, exotic land filled with new races, & terrible empires. Includes a 128-page DM's book, a 64-page Player Guide, a 32-page Adventure Book and four 31"x21" maps.	
HWA1 Nighthrage	\$12.00
Dwarf Elves, wearing armour that is impervious to swords or spells, threaten to conquer Hollow World. A huge adventure for levels 7-9.	
HWA3 Nightstorm	\$22.00
An approaching cataclysm can only be stopped by the Immortals, but these entities have vanished, and time grows short. For levels 8 to 10.	

HWR1 Sons of Azca	\$25.00
First in a series of accessories that describes the nations of Hollow World. HWR1 covers the Kingdom of Azca & includes adventures.	
HWR2 Kingdom of Nithia	\$25.00
Reveals an empire based on ancient Egypt. Includes details for both players & DMs, plus several adventures and large maps. Due Nov.	

D&D GAME ACCESSORIES

DDREF1 Character Record Sheets	\$20.00
A set of new character record sheets for the revised D&D system.	
AC3 3-D Dragon Tiles	\$10.00
51 colour counters (characters & monsters), plus 84 room/object tiles	
PC1 Tall Tales of the Wee Folk	\$22.00
Complete PC information on faery creatures & other woodland races. Details legends, cultures, attitudes, adventures & woodland magic.	

PC2 Top Ballista	\$22.00
Allows aerial creatures to be used as new Character races. Includes a Serraine guide, the Gnome Flying City, plus rules for airborne combat	
PC3 The Sea People	\$20.00
This module allows the parameters of a Character's racial origin to include all manner of intelligent sea-dwelling creatures. Also includes extensive information on the ocean-floor world of the Gazetteers!	

ADVANCED DUNGEONS & DRAGONS

FANTASY	Creates a world of high fantasy wherein the epic adventures of a group of treasure-hunters propels them into deep wilderness, vast dungeons and fabulous cities.
	TSR

CORE RULES

Player's Handbook 2nd Ed.	\$40.00
Rules for everything from character creation & non-weapon proficiencies, to combat resolution & treasure types	

MC5	Greyhawk	\$18.00
64 pages of beasts from the Greyhawk (& Fiend Folio) campaign.		
MC6	Kara-Tur	\$22.00
Oriental-fantasy based monsters from the Kara-tur region - 64 pgs.		
MC7	Spelljammer	\$20.00
Strange critters from the void, designed for Spelljammer. 64 pages.		
MC8	Outer Planes	\$25.00
Includes a great selection of relocated daemons & devils.		
MC9	Spelljammer Appendix	\$22.00
New monsters from the savage realms of Wildspace, and beyond.		
MC10	Ravenloft	\$22.00
Reveals a whole host of foul creatures from the fantasy-horror genre - with an emphasis on strange & powerful undead never seen before.		
MC11	Forgotten Realms Appendix	\$22.00
New critters from the Time of Troubles & the Avatars era, due Jan '92		
Tome of Magic	2nd Ed.	\$40.00
A 160 page hardback detailing a huge array of new spells, magical devices, schools of magic, plus new Magic User & Cleric sub-classes.		
Legends and Lore	2nd Ed.	\$35.00
This 192 page sourcebook of immortals & pantheons features new upgrades plus more details on avatars, Clerical powers and temples.		

CORE ACCESSORIES

REF1	DM's Screen	2nd Ed.	\$18.00
A 6-panel screen that contains all the important combat & encounter tables. An ideal prop behind which a devious DM can conceal maps & cheat like hell with dice rolls! Includes a 16 pg adventure (levels 5-8).			
REF2	Character Record Sheets	\$20.00	
25 2nd Ed character sheets. 13 spell logs plus a 4 pg PC generator.			
PFR1	Complete Fighter Manual	\$30.00	
Extensive 124 page accessory for players & DMs with notes on character creation and RPG personalities. Includes 14 'Warrior Kits' (PC sub-classes), plus new combat rules, skills, weapons and equipment.			
PFR2	Complete Thief Manual	\$30.00	
128 page book that expands on Thief character & urban encounters. Features new Thief tools & skills, 18 Thief Kits (PC sub-classes), plus detailed essays on Guilds, the art of deception & Thief campaigns.			
PFR3	Complete Priest Handbook	\$30.00	
Includes a comprehensive DM's section on designing fantasy pantheons. Also features 10 Priest Kits (PC sub-classes). RPG guidelines on the role of Clerics, plus new weapons & combat skills. 128 pages.			
PFR4	Complete Wizard Handbook	\$30.00	
Features a guide for creating new schools of magic. 10 Wizard Kits (PC sub-classes), role-playing notes, combat procedures for Wizards, unusual casting conditions, advanced magic use, new spells, etc.			
PFR5	Complete Psionics Handbook	\$30.00	
Details the Psionist character class. Includes psionic combat rules, clairsentience, Psychokinesis, Psychomotorism, Psychoporation, Telepathy, Metapsionsis, campaign play & mini-monsters! 128 pages.			
PFR6	Complete Dwarves Handbook	\$30.00	
This 128 page sourcebook includes information on Dwarven magic, culture, abilities, politics, clans, & more. Features roleplaying tips, etc.			
CR1	Wizard Spell Cards	\$30.00	
Features over 400 3" x 5" cards, each detailing a certain spell - casting time, components, duration & effect. Players can use these to represent character spells 'memorised' in a game! Great idea - due Jan?			
DMGR1	Campaign Sourcebook	\$30.00	
A damn good DM's primer: highly recommended as a beginner's companion to the DMG. Some of the articles are rather pretentious (and should be ignored), but the rest of the book is worthwhile. 128 pages.			
DMGR2	The Castle Guide	\$30.00	
A detailed appraisal of medieval times for fantasy campaigns. Includes guides to the lore of Knights, castle construction & maintenance, plus expanded rules for siege warfare & tournaments. 128 pages.			
DMGR3	Arms & Equipment Guide	\$30.00	
Comprehensive catalogue of weapons, armour and equipment for the Mediaeval period. Includes item cost & application, plus illustrations.			

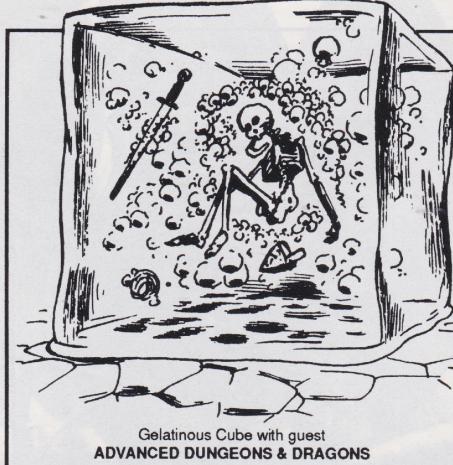
FORGOTTEN REALMS
CAMPAIGN

BOXED SETS

The Forgotten Realms	\$35.00
Contains a Cyclopaedia of the Realms (people, places & objects of interest - 96 pages), and a DM's Sourcebook of the Realms (campaign guide with two adventures - 96 pages), plus four 21"x32" maps.	
Forgotten Realms: City System	\$40.00
Waterdeep: revealed in all its splendor - a city of wealth & adventure. Richly detailed with twelve 21"x32" maps and a 32 page guidebook.	
Kara-Tur: The Eastern Realms	\$35.00
An continent-campaign stepped in the spicy essence of oriental fantasy. Two 96 page books describe places, culture, politics, monsters, religions & magic. With four double-sided 21"x32" maps.	
Horde	\$45.00
Nomad warriors, once a fierce collection of feuding clans, have become a massive army poised to invade Kara-Tur, and perhaps conquer the known world! Includes two 94-page books & four maps.	
The Ruins of Undermountain	\$45.00
The gutrock beneath Waterdeep conceals a vast honeycomb of chill caverns, lightless tunnels, and dank warrens. This is the biggest bloody dungeon I have ever seen, encompassing four 21"x32" maps!	
Maztica	\$45.00
Explore the frontier beyond the Shining Sea - a new world of Aztec & Mayan-like cultures presided over by brutal, bloodthirsty gods. Contains complete DM's & players information, plus four large maps.	

CAMPAIGN ACCESSORIES

These products are references for a particular region in the Forgotten Realms. They include details on cultures, personalities, geography, hazards, economics, and settlements - colour maps are provided.		
FR1	Waterdeep and the North	\$18.00
Guide to the affluent city of Waterdeep; and the sparsely populated, rugged Northern lands where once the Dwarven kingdoms thrived.		
FR2	Moonshae	\$18.00
Abut the vast, seething cauldron that is the Trackless Sea are a brace of wintry isles populated by hardy Celts and fierce wilderland beasts.		
FR5	The Savage Frontier	\$18.00
Explores the forbidding Northern lands. Survival against both natural and unnatural forces is the only concern to the hardy populace.		
FR6	Dreams of the Red Wizards	\$18.00
They - home for murders & tyrants, land of intrigue & cruelty. Ruled by the powerful Red Wizards whose magicks are unique in the realms.		
FR7	Hall of Heroes	\$25.00
Complete histories & statistics for the major characters in the Forgotten Realms novels. Includes magic & non-human source material.		

Gelatinous Cube with guest
ADVANCED DUNGEONS & DRAGONS

FMA1	Fires of Zatal	\$22.00
A god of war must be subdued, and the only way to complete this ominous task is to completely destroy an active volcano.		

FMA2	Endless Armies	\$15.00
A vast plague of giant army ants threatens to annihilate the peaceful jungle kingdom of Payit. Due Nov.		

FRA1	Storm Riders	\$20.00
For use with <i>Hoard</i> . After a feisty Mongol princess is kidnapped the lucky PCs are given the task of discovering her whereabouts. Unfortunately she has been captured by a huge barbarian army!		

FRA2	The Black Courser	\$18.00
The search for the princess, and a strange black stallion, continues, whilst assassins & fierce nomadic horsemen try to foil this quest.		

FRA3	Blood Charge	\$20.00
Bruce strength will not suffice against the Horde - to return the princess & the stallion to their homeland will require stealth and guile.		

FRC1	Ruins of Adventure	\$20.00
A once thriving community has been overrun by undead. The survivors want to reclaim their homes, despite the horrors that roam the streets, but alone they are no match for this insidious evil. 92 pages.		

FRC2	Curse of the Azure Bonds	\$22.00
One morning the PCs wake to discover a blue tattoo covering one arm. A mystery of huge, dangerous proportions then begins. 96 pgs.		

FRE1	Shadowdale	\$15.00
Reduced to mere (powerful) mortals, the Realm's very Gods seek their salvation in a quest for the Tablets of Fate. Nature itself revolts at these epochal events, and only the great wizard Elminster can help.		

FRE2	Tantras	\$15.00
The quest for the first Tablet of Fate begins, but Elminster's death, preternatural hazards and treachery await those who participate.		

FRE3	Waterdeep	\$15.00
The discovery of the final Tablet of Fate will save the Realms from a fallen deity's wrath. But other menacing entities also seek the artifact.		

NOVELS

The Moonsha Trilogy	- 3 titles: \$10.00 each
(1) Darkwalker on Moonsha (2) Black Wizards (3) Darkwell	
Finder's Stone Trilogy	- 3 titles: \$10.00 each
(1) Ice Bonds (2) The Wyvern's Spur (3) Song of the Saurials	
Icewind Dale Trilogy	- 3 titles: \$10.00 each
(1) Crystal Shard (2) Streams of Silver (3) The Hailfest's Gem	
Avatar Trilogy	- 3 titles: \$11.00 each
(1) Shadowdale (2) Tantras (3) Waterdeep	
The Dark Elf Trilogy	- 3 titles: \$11.00 each
(1) Homeland (2) Exile (3) Sojourn	
Maztica Trilogy	- 3 titles: \$11.00 each
(1) Ironhelm (2) Viperhand (3) Feathered Dragon	
Empires Trilogy	- 3 titles: \$11.00 each
(1) HorseLord (2) Dragonwall (3) Crusade	
The Harpers Series	- 2 titles: \$11.00
(1) The Parched Sea (2) Elshadow (3) Red Magic - TBA	
Miscellaneous Books	- 2 titles: \$11.00 each
(1) Pool of Radiance (2) Spellfire	

DRAGONLANCE CAMPAIGN

An epic campaign of war & adventure set in the land of Krynn. This series builds upon the exploits of the players, as they create the deeds & valor of a small band of heroes, ending in a climactic confrontation that will decide the fate of an entire continent.

DL1	Dragonlance Classics Vol. 1	\$30.00
Returning from years in the wilderness, a band of adventurers find that war has consumed the northern lands. Refugees from the terrible conflict tell of a vast hoard destroying all before it, and the return of evil Dragons to the world. Reprints the DL1/2/3/4 modules - 128 pgs		

DL5	Dragons of Mystery	\$13.00
Campaign sourcebook designed to help players & DMs learn more about the world of Krynn. With new maps & illustrated PC sheets.		

DL6	Dragons of Ice	\$13.00
The PCs enter an ancient, land-locked port city where Draconians now roam the streets. The quest for the legendary Dragon orb begins.		

DL7	Dragons of Light	\$13.00
Journey to Ergoth Island, the tragic Elven refuge, and to the last of the Solamnic Knight's outposts, resting place for Huma's Tomb.		

DL8	Dragons of War	\$13.00
Defeat is inevitable if the Draconians take Palanthus. The only defense is the High Cleric's Tower guarded by bickering Solamnic Knights.		

DL9	Dragons of Deceit	\$16.00
Within the Dragon Highland's poisoned realm the last of the Good Dragons have been imprisoned, and slowly killed, by the Dark Queen.		

DL10	Dragons of Dreams	\$13.00
Silvanesti the ancient Elven homeland once fabled for its beauty, has become a nightmare realm, forcing the the populace to flee in terror!		

DL11	Dragons of Glory	\$35.00
A wargame that recreates the Dragonlance military campaign. Include two 32"x21" colour maps of Ansalon, 340 counters representing the Whitestone & Dragon Highland armies, and a scenario book.		

DL12	Dragons of Faith	\$22.00
Trapped behind enemy territory, the PCs evade the Highland's armies while trying to locate a person crucial to the Dark Queen's defeat!		

DL13	Dragons of Truth	\$18.00
The titanic confrontation between the evil Dragon Empire and Whitestone's force. But ultimate victory rests with a small band of heroes who must infiltrate the Dark Queen's Inner Temple to slay her! (cont.)		

DL14	Dragons of Triumph	\$22.00
With Krynn in the balance, our heroes face their ultimate test as they battle the Queen of Darkness! Features six different endings.		

DL16	The World of Krynn	\$20.00
Four very diverse adventures, each of which brings into prominence a previously unexplored region of Krynn. Can be used in other worlds.		

DLA1</b

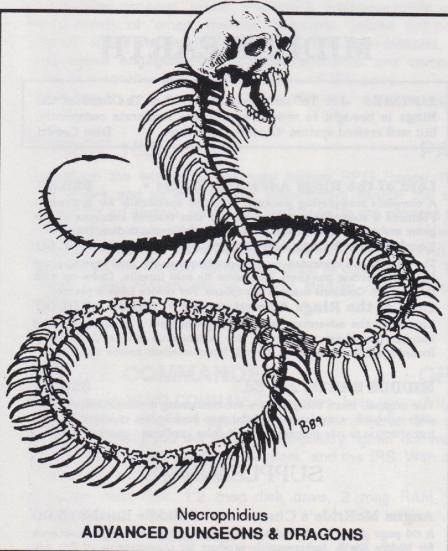
DLE2	Dragon Magic	\$15.00
Krynn's moons slowly fade as the alignments become locked in conflict. Only the Astral Dragon, who has disappeared, can help.		
DLE3	Dragon Keep	\$15.00
An epic quest, aided by Good Dragons, that takes place upon the mysterious plains of Lunitari, and deep within the oceans of Krynn.		
DLR1	Otherlands	\$22.00
Details the 'lost' lands of Krynn: Watermere: home of the Dargonne; sea elves: Silesia: jungle island dominated by mysterious mountains; Chorane: an underground nation being torn apart by civil war. 96 pgs		
DLR2	Taladas - The Minotaurs	\$22.00
The fierce warrior race of Taladasian Minotaurs is showing a strong interest in Ansalon's wars. Includes social & military culture. Due Jan.		
DLS1	New Beginnings	\$15.00
Includes a step-by-step character creation outline for beginners, tips on equipment & good roleplaying, plus an adventure set in Taladas.		
DLS2	Tree Lords	\$15.00
Describes Krynn's Elf population - specifically detailing the culture and politics of the Silvanesti High Elves. Includes an adventure.		
DLS3	Oak Lords	\$15.00
Players get a rare insight into the elusive Qualinesti Elves when they are asked to rescue The Speaker of Suns from a fierce Goblin horde.		
DLS4	Wild Elves	\$22.00
The Wild Elves of Krynn, AKA the Kagonesti, are pitted in an endless struggle against fell adversaries. With adventures & source material.		
Dragonlance Adventures		
\$12.00		
128 page sourcebook featuring details on the Krynn pantheon, plus stats 'n' facts on the unique races & creatures that populate the land. Also includes the history of Ansalon, as well as a detailed appraisal of the Knights of Solamnia and the Wizards of High Sorcery. Great value!		
Time of the Dragon		
\$40.00		
Taladas, twin continent to Ansalon, was devastated in ancient times by an meteor & transformed. Populated by gladiatorial minotaurs, wild elves, firemimics, etc. With 4 maps & two sourcebooks. Boxed.		
Atlas of the Dragonlance World		
\$35.00		
A comprehensive compendium of nations, cities, places of interest, and major landmarks. This book reveals all the important locales.		

NOVELS

Dragonlance Chronicles	- 3 titles: \$11.00 each
(1) Dragons of Autumn Twilight (2) Dragons of Winter Night (3) Dragons of Spring Dawning	
Dragonlance Legends	
- 3 titles: \$11.00 each	
(1) Time of the Twins (2) War of the Twins (3) Test of the Twins	
Dragonlance Tales	
- 3 titles: \$10.00 each	
(1) The Magic of Krynn (2) Kendra, Gully Dwarves and Gnomes (3) Love and War	
Dragonlance Saga Heroes	
- 3 titles: \$10.00 each	
(1) The Legend of Huma (2) Stormblade (3) Weasel's Luck	
Dragonlance Saga Heroes II	
- 3 titles: \$11.00 each	
(1) Kaz the Minotaur (2) The Gates of Thorbardin (3) Galen Beknighted	
Dragonlance Saga Preludes	
- 3 titles: \$10.00 each	
(1) Darkness & Light (2) Kendermark (3) Brothers Majere	
Dragonlance Saga Preludes II	
- 3 titles: \$11.00 each	
(1) Rivendell the Plainsman (2) Flint the King (3) Tanis - the Shadow Years	
The Elven Nations Trilogy	
- 3 titles: \$11.00 each	
(1) Firstborn (2) The Kingslayer Wars (3) The Qualinesti - due Nov.	
Meetings Sextet	
- 2 titles: \$11.00 each	
(1) Kindred Spirits (2) Wanderlust - due Sept.	

GREYHAWK CAMPAIGN

World of Greyhawk	\$35.00
This box contains an 80 page Guide book, a 48 page Glossography (good word guys!), and two 21"x32" colour maps. Still very good!	
Greyhawk Adventures	\$35.00
128 page companion to the World set. This glorious tome includes strange geography, adventure ideas, the Greyhawk pantheon & its Clerics, new monsters & major NPCs, plus extra spells & magic items.	
City of Greyhawk	\$40.00
One of the best fantasy cities made! This set includes a 96 page guide to Greyhawk's capital, a 96 page catalogue of the populace, four great 21"x32" colour maps, and 23 adventure/scenario cards. Great!	
Greyhawk Wars • (due Dec.)	\$45.00
The savage northern barbarians, allied with hordes of humanoids, sweep out of their icy strongholds and plunge all of East Greyhawk into a 5 year war. Features a wealth of background campaign material	

WG8 **Fate of Istus** |

\$25.00
A plague has struck Greyhawk, and it's up to the characters to travel the length & breadth of the land seeking both an explanation & cure.

WG9 **Gargoyle** |

\$13.00
2 gargoyles wake one morning to discover their wings missing! They employ a group of equally surprised adventurers to help them recover these vital attachments. WG9 is the first low-level Greyhawk module.

WG10 **Child's Play** |

\$13.00
Designed for beginners - call it an AD&D primer if you like. But don't be fooled by the title. Ignorant characters make damnd fine fertiliser!

WG11 **Puppets** |

\$13.00
Investigating a series of strange burglaries plaguing the city of Dyvers leads the players to a forest where resides an evil leprechaun.

WG12 **Vale of the Mage** |

\$20.00
The Vale is shrouded in mystery, many believe it to harbor legendary powers, and now vile monsters are emerging from its sinister depths.

WG13 **Falcon's Revenge** |

\$20.00
A plot to revive an ancient, evil cult is discovered. But the temple's location remains a mystery. A maze of clues, scattered throughout the City of Greyhawk, will provide hints for its location, and destruction.

WG14 **Falconmaster** |

\$18.00
Something evil lurks within the free City of Greyhawk, and before this bright can be eliminated it must first be discovered! Includes a mess of 25mm cardboard buildings. For levels 5 to 7.

WG15 **Flames of the Falcon** |

\$20.00
All the guild leaders in City Greyhawk have been assassinated. Many more will die unless this bizarre vendetta is quickly resolved!

WG16 **Vecna Lives** |

\$22.00
The vile cult of Vecna has resurfaced with tragic consequences for all of Greyhawk. The gods themselves have put their faith in a band of adventurers to seek out the cult and crush its fearsome leaders. This terrifying quest is extremely dangerous, and a bloody good module!

WG17 **Greyhawk Ruins** |

\$32.00
Castle Greyhawk's extensive ruins have over 12 dungeon levels & nearly 1000 separate rooms! This monstrosity is for levels 2 thru 15.

WG18 **Five Shall Be One** |

\$22.00
When the five Blades of Corusk are united, a great northern god will lead the barbarians to the South. The characters possess one of the blades, a wizard has another. Together they must quest for the others.

WG19 **Howl from the North** |

\$22.00
The five Blades of Corusk must be returned to the forges of an northern city ruin. But ice Barbarians don't want this scheme to work



SPELLJAMMER

"AD&D in space?" we thought. "What a crock of kobold droppings!" We were wrong. Firstly it links all the disparate campaigns into one universe; and secondly it's an ideal break from the normal hack 'n slash.

SPELLJAMMER

\$40.00

Wildspace - a turbulent, multi-hued ocean speckled with a multitude of worlds. Only merchants, pirates and explorers dare venture to the void. The void. Includes two books (both 96 pages) and four 21"x32" maps.

Legend of Spelljammer

\$45.00

A box set providing a plethora of facts & trivia concerning the greatest ever vessel vessel - Spelljammer. Includes deck plans and adventures.

SJA1 **Wildspace** |

\$20.00

The kingdom is free of marauding monsters, desropic dragons & evil enchanters - the heroes responsible for this utopia are VERY bored! Until an anchor falls on the town square, its chain leading skyward...

SJA2 **Skull & Crossbones** |

\$20.00

A collection of short adventures: skeletal whales with undead pirates, ich driven ships filled with alien parasites, sinister asteroids, etc.

SJA3 **Crystal Spheres** |

\$20.00

Crystal spheres enclose entire solar systems - this module provides campaign & travel details on several such alien planetary harbors.

SJA4 **Under the Dark Fist** |

\$22.00

The Dark Sphere - a realm where evil gods have totally crushed the forces of good. This empire now prepares to taunt other universes.

SJR1 **Lost Ships** |

\$22.00

A collection of weird adventures based on abandoned ships, partly destroyed rigs, vessels built by long-dead races, and enigmas. Plus rules for new monsters, unique spells, and 20 Spelljammer craft.

SJR2 **Realmspace** |

\$22.00

Details the solar system of the Forgotten Realms world. Includes Schune, the beholder planet, Eliminar's Hideout, and more. 96 pages.

SJR3 **DM's Reference Screen** |

\$22.00

Standard DM Screen face, with a nice cover picture & vessel counters

SJR4 **Practical Planetary** |

\$22.00

Contains a wealth of campaign material on the creation & habitation of Crystal Spheres, all with new worlds and strange alien cultures.

SJS1 **Goblin's Return** • (due Dec.) |

\$22.00

A millennium ago Goblins ruled the Crystal Spheres. Now with the aid of ogres & a magical entity the struggle for Wildspace begins anew

LANKHMAR

Lankhmar - City of Adventure

\$27.00

City abode to thieves, and home for Fafnir & the Gray Mouser. This 96 page book describes the metropolis - its residents, businesses, guilds & factions. Includes maps, adventures, and the local pantheon.

LNA1 **Thieves of Lankhmar** |

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A definitive sourcebook of the Lankhmar thieves' Guild - includes operations, principal officers, members, history, hidden agendas, etc.

LNA2 **Nehwon** |

\$22.00

Every 140 years a questcontest begins. Adventurers from all the lands participate in this grand hunt as wizard's champions seeking magical items. One particular sorcerer needs bravo camon-fooder, etc.. he means heroic fighter-types, to return to him certain items of power.

LNA3 **Prince of Lankhmar** |

\$22.00

A mission to escort the Prince of Lankhmar from his school in Ithmar meets with disaster when he is kidnapped and held for ransom.

LNR1 **Wonders of Lankhmar** |

\$20.00

47 one-to-two page mini-adventures that can be used in any urban environment, Lankhmar or otherwise. Includes new spells & monsters

LNR2 **Tales of Lankhmar** |

\$22.00

A compendium of 7 adventures - from the alerooms of the Silver Eel, to Lankhmar's maze of sewers, and lightless alleys. For levels 3 to 10.

ORIENTAL ADVENTURES

Oriental Adventures

\$35.00

Contains all the necessary information needed to play a campaign. Includes great new character classes, races, spells, magical items, weapons, fighting styles, and very inscrutable monsters! 144 pages.

OA2 **Night of the Seven Swords** |

\$18.00

Two warlords are vying for control of a province, whoever is the first to enter a haunted castle & return with some religious relics shall rule.

DARK SUN

Athas was once a civilised paradise ruled by awesome sorcer-kings. Now it is a desert filled with warped parades of Dwarves & Elves, super-intelligent dragons & ferocious humanoids. Humans control the once-great cities, but their pale magic is slowly killing the world.

DS1 **Freedom** • (due Jan. '92) |

\$25.00

During a revolt Slave-gladiators become the leaders of a small outlaw band, but their escape is compromised by a hunger for revenge.

DSR1 **Slave Tribes** |

\$20.00

Beyond the cities, hidden in the dangerous wastelands of Athas, there exist tribes of slaves who fiercely defend their independence. Due Jan.

AD&D MODULES

The following key applies to the stock below: (L) indicates a module for low-level characters; (M) for mid-level (levels 4-8); and (H) High-level.

C4 **To Find a King** (M) |

\$13.00

In Pelham's time of greatest need a dead king will rise to restore order. But the throne remains vacant as the nation deteriorates.

HHQ1 **Fighter's Challenge** |

\$14.00

This dangerous urban adventure is designed as a one-on-one confrontation between the DM and a lone player. Suitable for beginners.

LC1 Gateway to Raven's Bluff \$22.00
Details the harbour city of Ravens Bluff (from Forgotten Realms). With floorplans, NPCs, an adventure, plus a fantastic 21"x32" colour map.

LC2 Inside Raven's Bluff \$20.00
Provides further information for players and (mainly) DMs - includes the Forgotten Realm's largest traveling circus, NPCs, floorplans, etc.

LC3 Nightwatch in the Living City \$15.00
A great low-level module where the characters join the city watch, and experience an array of incidents, some amusing, others quite violent.

LC4 Port of Raven's Bluff \$22.00
This Living City accessory details the Ravens Bluff wharf area, including personalities, creatures, ships, businesses, and adventures.

REF3 The Book of Lairs (L/M/H) \$27.00
61 mini adventures, each 1-to-2 pages long. Every scenario is adaptable to almost any situation, and most feature a unique situation.

REF4 The Book of Lairs II (L/M/H) \$27.00
65 mini adventures, each arranged by terrain type. Ready-to-play encounters for all levels, some lasting several nights if skillfully DM'd

S1-4 Realms of Horror (M/H) \$22.00
4 classic modules: Tomb of Horrors, White Plume Mountain, Expedition to the Barrier Peaks & The Lost Caverns of Tsojcanth. With 80 pages of adventure, 48 pages of illustrations & 16 pages of maps.

T1-4 Temple of Elemental Evil (L/M) \$35.00
Here we have a mega-dungeon of such grandiose proportions, such monstrous dimensions, that it is guaranteed to take 1st level characters up to the dizzy heights of 8th level! This is real ROLL-playing.

GENERAL ACCESSORIES

(The) Art of the AD&D Fantasy Game \$35.00
A great 126 page book printed on quality gloss stock, and dedicated to the illustrations that have adorned TSR's products in past years.

(The) Art of Dragon Magazine \$35.00
A celebration of sorts for the artwork of Dragon, from those great early issues thru to recent times. 128 pages with lots of colour plates.

(The) Art of the Dragonlance Saga \$35.00
Those who enjoy ogling skimpily-clad viragos & serpentine monstrosities will certainly get their money's worth with this 126 page book.

Castles \$50.00
Details a major castle from the Dragonlance, Forgotten Realms and Greyhawk worlds. Each is fully described in three 48 page books. Features Battletome rules and a mess of 25mm cardstock cutouts.

GRI Strongholds • (due Jan.) \$35.00
Contains lots of 25mm colour cardboard fold-up buildings - those from both FR8 Cities of Mystery & the Castles box set, plus new ones!

HR1 Vikings \$30.00
Campaign accessory designed to give players & DMs all the necessary background material for Norse adventures. Includes genre magick.

G.U.R.P.S.

GENERIC An elegant system, with supplements for every type of RPG genre that can be linked to the basic mechanics without the need to learn a new set of rules. STEVE JACKSON

GURPS BASIC RULEBOOK 3rd Ed \$37.00
256 pages - contains all necessary mechanics, including magic, advanced combat, psionics, character creation, record sheets, etc.

GURPS Hi-Tech medieval to sci-fi weapons, 128 pgs \$40.00

GURPS Ultra-Tech Sci-Fi equipment, 128 pages \$35.00

GURPS Player's Book Character design, 216 pages \$20.00

GURPS Psionics Campaign Accessory, 128 pages \$35.00

GURPS Reference Screen 3rd Ed. TBA

Fantasy The World of Yrth - 144 page campaign Fantasy GM's Pack • TBA

Fantasy Bestiary Over 250 creatures, plants, etc. Fantasy Folk: 25 races, 128 pages \$35.00

GURPS Magic system Accessory - 112 pages \$35.00

GURPS Magic Items Accessory - 128 pages \$35.00

GURPS Mage Items II • TBA

Tredroy Campaign Module - city guide, 64 pages \$16.00

Camelot Campaign Module - 128 pages \$35.00

GURPS Fantasy Adventures • TBA

Space RPG 128 page campaign/rules system - great! \$40.00

Cyberpunk RPG 128 page near-future campaign \$40.00

Aliens Accessory - 128 pages, 28 alien cultures \$35.00

Space Atlas 2 Accessory - 64 pages, 25 worlds \$20.00

Space Bestiary Accessory - 112 pages, 333 beasts \$35.00

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Chaos in Kansas Horror modules \$12.00

Old Stone Fort Horror modules \$12.00

Zombietown U.S.A. Horror module \$30.00

Riverworld Fantasy/Sci-Fi world setting \$35.00

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Vikings Fantasy & historic Campaign World \$35.00

Witch World Fantasy Campaign World - 128 pages \$35.00

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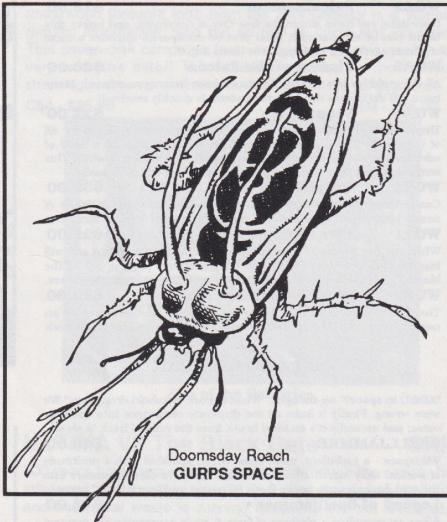
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248 page softcover with chapters on creating characters, skills, combat, aliens, bionics, experiments, hardware, vehicles, magic, mutants, physical training, psionics, robotics, special training, determining super abilities, equipment, weapons, character sheets, etc. and more! Villains Unlimited • TBA

REF3 The Book of Lair (L/M/H) \$27.00
61 mini adventures, each 1-to-2 pages long. Every scenario is adaptable to almost any situation, and most feature a unique situation.

REF4 The Book of Lair II (L/M/H) \$27.00
65 mini adventures, each arranged by terrain type. Ready-to-play encounters for all levels, some lasting several nights if skillfully DM'd

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T1-4 Temple of Elemental Evil (L/M) \$35.00
Here we have a mega-dungeon of such grandiose proportions, such monstrous dimensions, that it is guaranteed to take 1st level characters up to the dizzy heights of 8th level! This is real ROLL-playing.



HERO SYSTEM

FANTASY Features over 11 character races, 26 character classes, 13 colleges of magic, many strange beasts, and nice cover artwork. A comprehensive, but not complex. Iron Crown

Hero System \$30.00
The first universal (generic) RPG system to be produced. This 220 page book includes character generation and adventuring sections.

Cyberpunk Hero • \$35.00
Campaign sourcebook detailing cybergear, special combat rules, cyberspace nets, and gritty street background material. Due Dec.

Fantasy Hero • \$35.00
A 256 page book containing all the necessary mechanics needed to play, including adventures. The publishers recommend that the *Shadow World* series be used as a setting for serious campaign play.

Fantasy Hero Companion \$22.00
A 144 pg book that features a mass combat system, various building floor plans, 76 new critters, magic items, and 13 extra spell colleges.

Fantasy Hero Companion II • \$30.00
A 160 page supplement containing new spell colleges, monsters, magic items, locations, adventures, and more! Due Dec.

Ninja Hero • \$25.00
Martial-arts sourcebook for Hero System. Features an array of oriental combat styles, special weapons, armor & adventures. 176 pages.

Western Hero • \$40.00
208 page sourcebook that includes historic & fictional background, character development, personalities, equipment, and an adventure.

SCI-FI Powerful stellar empires fight a savage galactic war for water resources & the technology of the ancients. FASA
For further titles see **BATTLETECH** on page 11.

MECHWARRIOR

SCI-FI Provides complete, updated rules for roleplaying Clan or Inner Sphere characters. Includes PC generation, personal combat, equipment lists, additional history, and colour illustrations of character archetypes.

4th Succession War - Military Atlas Vol. II \$25.00
Contains information on the major battles from 3029 to 3030, each illustrated with colour maps. Includes unit descriptions. 128 pages.

House Davion - The Federated Suns \$30.00
The most powerful Inner Sphere Successor State. Details Davion's history, leaders, wars, government, economy & culture. 210 pages.

House Kurita - The Draconis Combine \$30.00
Set on conquering the Inner Sphere. Kurita is the most feared House. Their society is founded upon respect for the warrior ethic. 192 pgs.

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Wily, treacherous & formidable - Liao is deemed to be a future threat to Sphere stability, but no one considers it a problem... yet! 160 pages.

House Marik - The Free Worlds League \$30.00
Weakened by centuries of war & political turmoil, Marik has entered into alliance that may change the balance of power. 168 pages.

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Economically the strongest House, but led by the weakest military hierarchy. 176 pages, including uniforms, rank insignia, crests, etc.

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\$30.00 Alek Kerenky ruled 3,000 star systems, and the Houses all deferred to his will. It was a golden age where technology fueled the quest for utopia. But war & the lust for power corrupted this great era. 192 pgs

Wolf Clan Sourcebook \$30.00 Reveals the history, culture, military capabilities, internal hierarchy, tactics, personalities & unique Mechs of one of the premier Clans.

Unbound • (due Dec?) \$15.00 On Solaris VII the players are hired to investigate a mysterious stable called Deadly Sims, which is fielding Mechs of unknown origin.

MEGATRAVELLER

SCI-FI The vast Imperium has collapsed into chaos: rebellion, military treachery & plundering alien forces are but a fraction of the turmoil that now exists. GDW

MEGATRAVELLER \$60.00 Box set containing the Referee's Manual, the Player's manual, an Imperial Encyclopedia, a colour map of the Spinward Marches & a dice.

C.O.A.C.C. Close Orbit & Aerospace Control Command \$22.00 An aircraft (not spacecraft) sourcebook that includes craft design, operations, tech level evolution, combat rules and a campaign. 96 pgs

Diaspora • (96 pages - due Feb. '92) \$24.00 Fighting Ships of the Shattered Imperium \$22.00

A compendium of 58 vessels from the Imperial Navy. Includes stats for Battleships, Cruisers, Carriers, Escorts & Auxiliaries. 96 pages.

(The) Flaming Eye \$27.00

The fierce Vilani pirate worlds, known as the Vland Domain, have declared their independence from the embattled Imperium. This 104 page book contains 2 campaigns & over 25 World Data sheets.

Hard Times - the future of the empire • (due ?) \$24.00 Adventures in the post-rebellion period. Imperial space is strewn with the wreckage of war, governments & the military have gutted themselves in vicious conflict. The whole galaxy lies smoldering. Includes special post-war industries, plus unique implements & NPCs. 96 pgs.

Imperial Encyclopedia \$22.00

Presents all the facts concerning the Imperial Wars, stellar history, the nobility, library data, equipment lists & starship travel. 96 pages.

Knightfall \$22.00

A trade expedition is captured by rebels, while escaping they meet a Knight who has discovered a fabled lost city of technological wonders!

Onnession Quest • \$22.00

An epic quest for a mineral-rich asteroid belt leads the players from one end of the shattered Imperium to the other. 104 pages. Due ?

Player's Manual \$22.00

Has the usual stuff: character creation & classes (18 career types), 150 skills, combat resolution, damage rules, and psionics. 104 pages.

Rebellion Sourcebook \$22.00

Explains the origins & consequences of the rebellion, the fate of the Imperial Fleet & details on the 13 factions that currently exist. Complete historical notes are included, plus maps. 96 pages.

Rebel's Tales • \$22.00

Further information on the rebellion that voraciously consumes the Imperium world by world. Includes five desperate adventures. Due ?

Referee's Companion \$22.00

Features essays on the 4 major alien races, rules for large scale combat, the Imperial (& alien) calendar, plus information on robots, tech research, mega-corporations, communications, & more! 96 pages.

Referee's Manual \$22.00

Contains a generator for star systems/worlds, plus rules for encounters, trade & commerce, craft design, starship combat, etc. 104 pages.

Solomani & Aslan - The Rimworld Races \$26.00

Details the Solomani (57th century humans masters of genetic engineering) & Aslan (a warrior race whose honor is not understood). Due ?

Starship Operator's Manual \$20.00

An analysis of how a starship works - the hardware, mechanics, crew duties & software functions. Plus Expert Advice & deckplans. 66 pgs.

Star Viking • (due July '92) \$60.00

Traveller - The New Era • (due Nov. '92) \$60.00

101 Vehicles \$18.00

The title adequately describes the contents. Each entry includes an illustration - comprehensive military, civilian & alien coverage.

Vilani & Vargr - The Coward Races \$27.00

Information on physiology, psychology, society, culture, technology, history & roleplaying tips! With home-region maps & rules. 104 pages.

World Builder's Handbook \$25.00

Includes world survey procedures & a survey/sensor equipment list, plus rules for creating environments & exotic alien cultures. 96 pages

MIDDLE EARTH

FANTASY J.R. Tolkien's magical world of *The Lord of the Rings* is brought to vivid life with this moderate complexity, but well crafted system. Good for beginners. Iron Crown

Lord of the Rings Adventure Game • \$35.00

A complete role-playing package designed specifically for beginners! Features a storytelling-style adventure that teaches concepts as the game unfolds. With 10 maps, 6 character fold-outs, & dice. Due Nov.

Lord of the Rings Adventure #1 • (due Nov.) \$14.00

The barrow of a centuries-dead prince becomes the final resting-place for unsuspecting travellers who enter its cold interior. Links-up with the box set. Contains maps & floorplans. For novice DMs & players.

Lord of the Rings Adventure #2 • (due Nov.) \$14.00

Concludes the adventure started in the box set - a motley crew of bandits have been terrorising the inhabitants of the Trollshaws. Includes an encounter with Elrond. More excellent novice material.

MIDDLE EARTH 2nd Ed. \$25.00

The original, more complex box set containing a comprehensive 128 page rulebook, a moderately useful map booklet, an excellent 32 page introduction to role-playing, plus 56 color cardboard characters.

SUPPLEMENTS

Angus McBride's Characters of Middle Earth \$15.00

A 64 page glossy book highlighting Angus McBride's superb artwork for Middle Earth. Indispensable product for connoisseurs of fine art.

Guide Book to Middle Earth	\$15.00
Contains campaign material such as climate, languages & geography plus a 24"x36" colour map of Middle Earth that includes trade routes.	
MERP Adventure Guidebook II	\$22.00
Sourcebook for Endor & surrounding lands. Includes a colour map, Elvish dictionary plus a glossary of people, cultures, places, etc.	
MERP Combat Screen 2nd Ed.	\$12.00
Contains combat tables, maneuver rules, and charts for other such strenuous pursuits - all on an 11"x24" cardstock screen.	
Middle Earth Map: Folded	\$10.00
A beautiful 24"x36" colour map of Middle Earth and the Wild Lands.	

VARIANT CAMPAIGNS

Robin Hood	\$25.00
Alternate campaign sourcebook on 11th century English settings - the Forest of Dean on the Welsh Marshes & Sherwood Forest. With medieval skills & professions, plus bandit/guerilla information. 160 pages	
Vikings	\$18.00
Comprehensive 112 page sourcebook for Norse campaigns. Includes folklore, magic, monsters, kings & gods, plus much more besides.	
Pirates	\$25.00
Creates the boisterous world of 17th century pirates & buccaneers. From the rowdy ports of the West Indies, to the savage coasts of Africa - adventure & wealth await all who sail under the Jolly Roger. 160 pgs	
Mythic Egypt	\$27.00
160 page sourcebook set in an era of mighty God-Kings & Sorcerors - enter the desert wilderness where Djinn & Sphinxes wander; search for the treasures of the Royal Dead, but beware the undead guardians	

FORTRESSES OF MIDDLE EARTH

Calanhad: A Beacon of Gondor	\$18.00
Located in the northern foothills of the Ered Nimrais - this is one of Minas Tirith's 7 Beacon Towers. With floorplan & room descriptions.	
Halls of the Eleven-King	\$10.00
Features the Thranduil Wood Elves' underground city in Mirkwood. Features detailed layouts, perspective illustrations, and floorplans.	
Weathertop: Tower of the Wind	\$10.00
Details a huge tower-fortress caught in the vicious struggle between Arnor's bickering successor kingdoms. Includes extensive floorplans.	

SOURCEBOOKS

Creatures of Middle Earth	\$18.00
Gaming information on all manner of critters that inhabit the lands of Middle Earth - from noble Elven horses to fierce Balrogs.	
Lords of Middle Earth I: The Immortals	\$20.00
Comprehensive 112 page sourcebook on the Elves, Valar, Maiar & the Great Enemies. Includes history, powers, personalities, etc.	
Lords of Middle Earth II: Mannish Races	\$20.00
A wealth of data on the Kings of Arnor, Gondor & Numenor, plus Aragorn, Boromir, the Witch King of Angmar, Eowyn & the Ring Wraiths.	
Lords of Middle Earth III	\$20.00
Details the races that the other books neglected - the Hobbits, Dwarves, Ents, Orcs, and Trolls. 112 pages of comprehensive data.	
Minas Ithil	\$40.00
112 page guide to the Gondorian capital. Details history, politics, and institutions. Includes layouts of important structures & adventure sites, backgrounds for major NPCs, 3 adventures, and 2 colour maps.	
Minas Tirith	\$30.00
A 160 page hardback city supplement that includes a large double-sided colour map, 40 pages of floorplans & layouts, plus extensive notes on history, personalities, institutions, culture, and adventures.	
Nazgul's Citadel	\$30.00
By the Yellow Mountains south of Harad, looming above ancient city ruins, stands the forbidding, sinister citadel of the fifth Nazgul. Includes over 40 pages of floorplans, plus 3 adventures. 121 pages.	
Treasures of Middle-Earth	\$25.00
Features weapons, armor, apparel, jewelry, gems, art, musical instruments, rings & tools. Further articles detail the history of important artifacts, describing the techniques & materials used in their creation.	

CAMPAIN MODULES

Dunland and the Southern Misty Mountains	\$20.00
Dunland is a nation of independent warrior Clans. The mountains are a hazardous realm known to shelter Giants and Dragons!	
Empire of the Witch King	\$25.00
Angmar: the bleak realm of the Witch King. Here dark priests & Orcs prowl the landscape while Dragons & Trolls feast upon the unwary.	
Ents of Fangorn	\$20.00
Here dwell the Ents, an ancient race of noble beings who guard Fangorn, last remnant of the Great Forest, against axe and fire.	
Far Harad - the Scorched Land	\$20.00
Details the imposing desert city of Bozisha-Dar and the fierce nomad warrior tribes whose life is far removed from the city's comforts.	
Ghost Warriors	\$15.00
Spirits roam by night, slaying travelers to swell their ranks. The key to their defeat lies beyond the Riddle Caves, a mysterious entrance to the labyrinth that twists through the gutrock of the Misty Mounts.	
Gorgoroth	\$30.00
Evil stirs in the Mountains of Shadow. Torchlight glares from within once-abandoned citadels & smoke unfurls from Orodruin's summit.	
Greater Harad	\$20.00
The Seven Cities is a cosmopolitan oasis where commerce is the law. But agents of a Ringwraith plots its downfall for their evil master.	
Grey Mountains	\$30.00
A 128 page campaign supplement that details the deadly Fordwraith and Withred Heath. More details next catalogue - due Dec.	
Havens of Gondor - Land of Belfalas	\$20.00
Sail with the Corsairs of Umbar as they battle Dol Amroth's fleet. Or explore the Elven havens of Edhellion & the famous Sea Ward Tower.	
Isengard and Northern Gondor	\$20.00
Home to the warrior clans of the Dunlendings, Drudain & Calenadrions, and site of the citadel known as the Tower of Orthanc.	
Lorien and the Halls of the Elven Smiths	\$20.00
Eregion - the grand Elven kingdom: a fabled land of spires, manors & ruins. Includes information on the powerful rings, and Elven history.	
Lost Realm of Cardolan	\$20.00
Cardolan is a brutal realm of mercenary bands torn by constant war, and where resides the evil Witch King who plots dark conquests.	
Mount Gundabad	\$18.00
From the grim halls of the Goblin City to the mysterious Underdeeps, Gundabad is a veritable Warren for cruel Orc hordes, & much worse!	
Rangers of the North	\$20.00
Arthedain, kingdom of the faithful Rangers of fallen Numenor, these secretive and well-travelled warriors protect the eastern borders.	

ROLEPLAYING GAMES

Riders of Rohan	\$20.00
The Rohirrim are a proud race whose cavalry skills are without peer. These renown warriors despise the Dark Lord, and mistrust all magic.	
Sea Lords of Gondor - Pelargir & Lebennin	\$20.00
Ruthless privateers and corsairs prowl the Bay of Belfalas in their ships, avoiding the Royal Fleet whilst preying on unwary merchants.	
Shadow in the South	\$20.00
The Nazgul called Storm King rules this domain of wild shores, dark woods, rugged mountains, and savage hordes of humanoid tribes.	

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Assassins of Dol Amroth	\$10.00
Avenge a Knight of great renown, survive the dangers of a deserted manor house, and lead a brave assault into an eerie stronghold.	
Brigands of Mirkwood	\$12.00
Strayhold is a dark carnival of rogues, vagabonds & rare merchandise! The labyrinthine streets cloak all manner of surprises, and danger!	
Dark Mage of Rhudaur	\$12.00
A kingdom in decline, where Orcs siege Beacon Towers, barbarians plunder trade routes & the ancient Yelwood shadow prowls the night.	
Denizens of the Dark Wood	\$10.00
Deep within brooding Mirkwood can be found tribes of Orcs, Trolls, Giant Spiders, and a sinister Necromancer who requires living blood.	
Erech and the Paths of the Dead	\$12.00
Daed Coents swore allegiance to Gondor upon the Stom of Erech, here the Dead Army will gather to right their ancient Oath-breaking.	
Forest of Tears	\$12.00
Secretive Rohirrin worshippers are being troubled by a cannibalistic spirit, and a Tavari seduced by Sauron's dark promises of power.	
Ghosts of the Southern Anduin	\$10.00
On foggy nights a ghost haunts the Anduin river. Inland, a mysterious blight has fallen upon the trees and crops, withering everything.	
Haunted Ruins of the Dunlendings	\$10.00
Search for merchant-slaying thugs. A temple ruin harbors riches, and a deadly assassin! Rescuse a Lady's son from Dunnish warriors.	
Hazards of the Harad Wood	\$12.00
Visit the superstitious rural folk living near the Vale of Tears, or search the hush beauty of the Suza Sumar for ancient menaces.	
Mouths of the Entwash	\$10.00
Hideous Mewlips stalk all who dare to enter the fetid interior of their swamp domain. All manner of vile monstrosity infests this brutal land!	
(The) Necromancer's Lieutenant	\$11.00
Southern Mirkwood - protect a merchant's caravan, steal a Necromancer's treasure, harass an Orc army, & aid the Elves against evil.	
Perils on the Sea of Rhun	\$10.00
Face assassins, the Cult of the Long Night, and Sauron's dark minions. The Sea of Rhun is a place of dark secrets and evil forces.	
Phantom of the Northern Marches	\$10.00
A terrified village is menaced by one seeking revenge. At night the very moors tremble with the steps of something large & voracious. Within the smoldering ruins of a townhall a Firedrake awaits all challengers.	
Pirates of Pelargir	\$12.00
Dare to sail against the murderous pirates of the Red Cliff! Search for the enigmatic Laughing Raiders. Storm a stronghold to rescue slaves.	
Raiders of Cardolan	\$10.00
Now is the time to enter Black Wood and stop the rebellion within, then plan the downfall of sea raiders before they return for plunder.	
Rivendell - House of Elrond	\$10.00
The hidden vale of Imladris - wondrous home of Elrond, haven for the last Kings of Arnor, and a meeting place for the famed White Council.	
Rogues of the Borderlands	\$12.00
Snow-capped peaks and deep forests whose shadows hide fell beasts, surround isolated hamlets & farms where only the fearless dare dwell.	
Sheol's Lair	\$10.00
An adventure that features Minas Ithil, the tower of Cirith Ungol, the caves of Kra-Burzum, Lushgar & Torech Ungol, plus Sheol's lair.	

Thieves of Tharbad	\$10.00
Explore a port whose grandeur cannot fully disguise the decay and discontent that festers behind the mean facades of its lesser streets.	
Warlords of the Desert	\$12.00
The bustling port city of Dar is renowned for its wealthy traders, rogues from Far Harad or beyond, and the skulking agents of the Nazgul.	
Woses of the Black Wood	\$10.00
Try to stop the night terror that haunts Bor Leath. Meet the herb mistress who is protected from Black Wood's dangers by the animals she befriends. Or search the extensive grottos of the Woses for treasure.	

PALLADIUM

FANTASY	Obviously based on the AD&D system, but with less game mechanics - ideal for those who like pulp fantasy
	lack the motivation to read a plethora of rulebooks! Palladium

THE PALLADIUM RPG	\$40.00
274 page rulebook containing 20 character classes, equipment & skill lists, palionics, 290 spells, a campaign world, and a bestiary.	

Book II: Old Ones	\$30.00
Describes the kingdom of Timiro with details on 8 cities, 25 towns, 22 forts & various adventures. 210 pages plus 2 new character classes.	

Book III: Adventure on the High Seas	\$30.00
208 pages: new skills, 8 character classes, character sheets, magic items, curses, Faerie foods, herbs, ships, islands, and adventures.	

Adventures in the Northern Wilderness	\$22.00
A 96 page guide to the rugged North Wilderness, with 6 adventures.	

Monsters & Animals	\$30.00
Details 89 monsters & 192 animals, with world guide. 166 pages.	

Further Adventures	
in the Northern Wilderness	\$16.00

4 adventures with extensive background material on locations. 48 pgs	
The Island on the Edge of the World	TBA

An adventure-sourcebook that takes place beyond the mountains of the Old Kingdom. Introduces crystal magic, and a mega-villain! Due ?

PARANOIA

SCI-FI	A darkly humorous RPG about a crazed computer government, clones, bloody-minded bureaucracy, secret societies, mutants, psychotic robots & much more! WEST END
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PARANOIA RULEBOOK	\$25.00
A 134 page softcover book that features everything that you've ever needed to know about killing characters... and maybe giving the players a fun & light-hearted adventure. Includes an adventure.	

Alice Through the Mirrorshades	\$22.00
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Vulture Warriors watch horrified as they are volunteered to go back in time to execute those responsible for the great Computer crash.

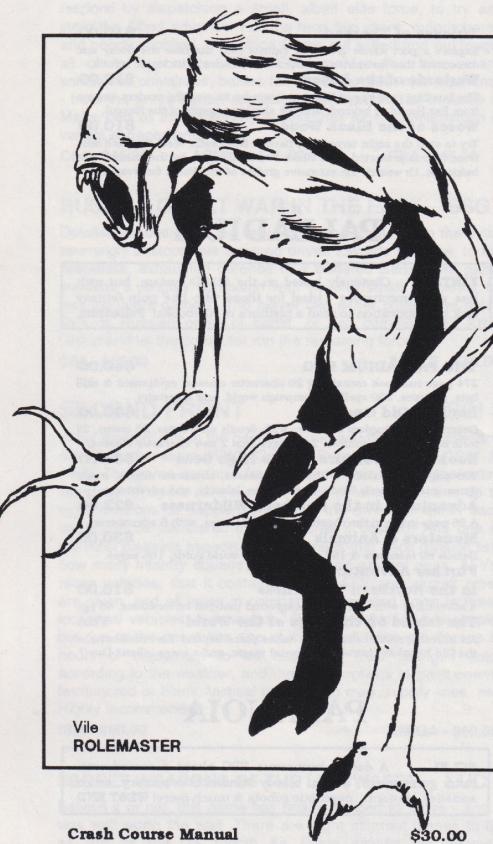
Alpha Complexities	\$18.00
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The usual stuff - an incredibly frightening briefing; a desperate battle against invisible Communists; loads of defective R&D equipment; a host of severely disturbed 'bots; and a trashy sci-fi mega-villain!

Clones in Space	\$20.00
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Eager Troubleshooters can enjoy the exciting, gut-squashing effects of lift-off. Survivors get a handy lesson in weightlessness, & a lucky few learn about the curious effects of hard vacuum. So much fun!



**Crash Course Manual**

Anarchy reigns: the Computer is dead! And now the vengeful clones rise up against their oppressors and secret societies take control.

Death, Lies and Videotape

With the Computer fritzed, all of the Secret Societies become entangled in a war for supremacy, with the Characters in the middle. (The) D.O.A. Sector Travlogue

\$30.00

Alpha Complex's vacation capital - stroll the corridors by the light of surveillance cameras, or enjoy a friendly firefight with smiling guards.

Don't Take Your Laser to Town

\$18.00

From a time when clones were clones, and 'bots were 'bots, and player characters were cowering under buildings. Beware of evil Black Bot!

Form Pack

\$18.00

Includes the Equipment Request Forms, The Equipment Complaint Forms, The Form Request Forms, and a bizarre mini-adventure.

Gamma-Lot

\$22.00

Pulp fantasy in LOT Sector - merry olde England meets not-so-merry Alpha Sector Troubleshooters. Features Randy the Wonder Lizard!

(The) Iceman Returns

\$18.00

A freeze-dried High Programmer from the past is accidentally thawed - only stupid Troubleshooters would ever get involved with treason of this magnitude. So naturally all players will jump at the chance!

Mad Mechs

\$22.00

The troubleshooters travel to Down Under Outdoors where they must seize a former communist traitor from the infamous Mad Mechs.

More Songs About Food Vats

\$18.00

Chases, comedy, & more explosions than you can shake a neutron bomb at. Includes handouts & props to make the players feel important.

People's Glorious Revolutionary Adventure

\$20.00

The Communist Controlled Complex Population (CCCP) toils selflessly under the benevolent rule of Big Red One, Tovarich Computer. The players finally get to be Commissars and TRASH Alpha Complex!

(The) R&D Catalogue

\$35.00

Includes an adventure, plus a huge list of confusing gadgets and weapons that self-destruct or maim everyone when they are used.

The Computer Always Shoots Twice

\$20.00

2nd edition reprint of Send in the Clones & Orchestras - Characters can experience the thrill of being turned into slugs! 96 pgs

Vulture Warriors of Dimension X

\$30.00

Mindless mayhem in exotic locales throughout time. How many clone replacements does it take to get to a leaky nuclear reactor's center?

PENDRAGON

FANTASY King Arthur's court - chivalry, courage, and skill are the means by which a Knight can defeat peril or treachery, and perhaps join the fabled Round Table! Chaostum

PENDRAGON 3rd Ed.

\$45.00

A 208 page book dealing with character generation, family history, glory & ambitions, game mechanics, ideals & passions, wealth, chivalric duties, NPCs & creatures, various scenarios, and more!

Blood & Lust

\$40.00

128 page book that features five adventures, plus a small assortment of variant rules. More details later - due early '92.

Boy King

\$40.00

As the power of Rome dwindles, England is torn apart by feuding lords and plundering foreign tribes. A fabulous sword is drawn from stone by a youth, who is thus destined to rule this shattered realm. 144 page campaign with new tournament rules and adventure ideas.

(The) Grey Knight

\$10.00

Death's Champion challenges Arthur's right to rule. Sir Gawaine will duel for his king's honor, but Merlin prophesies Gawaine's death unless one of the 13 ancient Treasures of Britain can be discovered.

REICH STAR

SCI-FI It's nearly 200 years since Germany & Japan won World War 2. These fascist empires continue to struggle for ultimate control of an over-populated & polluted Earth. CE

REICH STAR

242 page book that includes sections on characters (22 professions), skills (76), advantages & disadvantages (75), psychic abilities (14), unarmed & armed combat, equipment, robots, cyborgs, vehicles, the colonies, the military, the resistance, a few aliens, and an adventure.

RIFTS

SCIENCE & SORCERY Earth has been transformed - super science rule the nations of the future, but awesome magicks & supernatural creatures threaten a new dark age. Palladium

RIFTS

A superbly illustrated 256 page book that features 26 PC classes, 8 PC Attributes, alignments, weapon skills, espionage, psionics, a world history, magic, artifacts, vehicles, robots, cybernetics, bionics, etc.

RIFTS Sourcebook

\$50.00

More information on the Coalition, Robots, villains, weapons, equipment & monsters - such as the Sphaghorian Raider & Vampires.

RIFTS Conversion Book • (due soon)

\$30.00

Enables characters from any other Palladium RPG (ie: TMNT, Robotech, Heroes Unlimited, etc) to be used in the RIFTS universe.

World Book 1: Vampire Kingdoms •

\$30.00

Details the most gruesome of all the known kingdoms - due soon?

World Book 2: Atlantis • (Due Nov.?)

\$30.00

ROBOTECH

SCI-FI Faithful recreation of the Robotech-Macross universe: from the destruction of SDF-1/2, to the launching of SDF-3. Mankind faces a war against an alien army. Palladium

ROBOTECH

Includes character creation & classes, skill lists, combat mechanics, a complete Mecha/Destroid inventory, data on vehicles, a full weapons listing, the Zentraedi background & a brief history. 110 pages.

Ghost Ship

\$20.00

Rebel Zentraedi and bandits plunder the ring of debris orbiting the Earth. The RDF dispatches its Space Patrol to dig them out. 48 pages.

Lancer's Rockers

\$20.00

A decade after the invasion Humat's best unit, the Rook's Knights, are decimated. With new PC classes & weapons, plus 7 adventures.

RDF Manual

\$20.00

With optional rules, new R.D.F. weapons/vehicles, a global summary of events, character sheets, plus a military & resource atlas. 48 pages.

RDF Accelerated Training Program

\$20.00

Features new skills & abilities, NPC generators, and briefs on strategy plus a selection of mecha & vessels. 56 pages, with training missions

REF Field Guide

\$37.00

Includes the mecha, ships, vehicles, bases, equipment, uniforms, etc of the REF, Inorganics, Invad, Robotech Masters & Zentraedi.

Southern Cross

\$30.00

Material from the animation series: with character education & skills, plus extensive notes on armies, weapons & equipment. 112 pages.

The Invad Invasion

\$30.00

112 page sourcebook on Invad & human equipment, with background details as seen in the TV series. With combat rules & scarce weapons.

The Return of the Masters

\$25.00

88 page Sourcebook for the Indochina quadrant, the G-98 satellite factory, and the R.D.F. Moon Bases. With adventures & mutants.

The Sentinels

\$35.00

New PC REF classes, Sentinel aliens & combat rules, plus data for Destroids, Cyclone bikes, Vertech fighters & spacecraft! Plus details on Invad history, Mecha, Inorganics & Hives. 3 adventures - 160 pgs.

The Zentraedi

\$20.00

Giants cloned solely for the purposes of war - the Zentraedi are an uncompromising creation. 48 pages of history, mecha, ships and PCs.

ROLEMASTER

FANTASY A very detailed RPG that stands on its own for quality, but is compatible with the Middle Earth supplements. See SHADOW WORLD for campaign material. Iron Crown

ROLEMASTER 2nd Ed.

\$65.00

Boxed set containing Character Law & Campaign Law, Spell Law and Arms Law & Claw Law. The mechanics offer realism and depth.

Arms Law & Claw Law

\$20.00

Contains include 30 Weapon Attack and 10 Critical Strike tables, 12 Animal & Martial Arts Attack Tables, and a variety of optional rules.

Character Law & Campaign Law

\$20.00

A complete character development system that includes campaign and gamemaster guidelines. Can be used with any Fantasy RPG!

Creatures & Treasures

\$20.00

Provides descriptions and game stats for over 500 animals, races & monsters. With tables for the generation treasures or encounters.

PAGE 34**Creatures & Treasures II**

\$20.00

A compendium of monsters & artifacts. 112 pages with a plethora of evil creatures and mighty treasures, plus some great illustrations.

Dark Space

\$30.00

Rolemaster-Space Master campaign detailing a cross-genre universe. Magic & technology coexist while alien monstrosities plot the downfall of humanity. Includes new professions & spells/potions lists, 20 worlds & cultures, scenarios, creatures, equipment, softech, etc. 160 pages.

Elemental Companion

\$25.00

New spell lists, variant professions, and elemental creatures. Plus details on the elemental planes, and the history of elemental magic.

Heroes & Rogues

\$30.00

A 160 page compendium of 24 characters representing each of the Character Law professions, with detailed backgrounds and statistics.

Rolemaster Character Sheets

\$22.00

Tailor-made blank character records for all of the Rolemaster professions! 144 pages, with Development Point costs.

Rolemaster Companion

\$20.00

Includes 32 extra spell lists (many high level), 8 more professions and a variety of new races, creatures, secondary spells & optional rules.

Rolemaster Companion II

\$20.00

Does it ever end? 65 new spell lists & over 100 optional skills. Plus Master Tables & descriptions for every Rolemaster skill & profession!

Rolemaster Companion III

\$20.00

Optional rules, with 21 new professions, 40 spell lists, 7 more critical tables & 4 spell attack tables. But they haven't finished yet folks...

Rolemaster Companion IV

\$22.00

A checklist of all the spells, skills, optional rules & professions introduced in the basic rules and all of these bloody companions!

Rolemaster Companion V

\$25.00

Will it ever end? Includes rules for time travel, Earthnodes, skill specialisation & spell research, plus 3 professions, over 26 spell lists, creatures, treasures, skills, extra attack & critical tables, structural hit points, and another options checklist addendum! 128 pages.

Spell Law

\$20.00

Includes over 2000 spell descriptions based on three realms of power & fifteen character professions, plus individual Spell Attack & Critical Strike tables, a power point system, and detailed alchemy rules.

Spell Users Companion

\$30.00

Features new magical skills & herbs, rules for rituals & resistance rolls, a spell-pick & extraordinary-failure system, realms clarifications, heaps of new spell lists (including Esoteric Spells), apprenticeships, and more! Due Nov?

War Law

\$60.00

A mass combat system featuring rules for morale, maneuver, ferocity, leaders, fortifications, unit generation, tactical considerations, etc. Contains a 160 page rulebook, counters, templates & unit forms.

RUNEQUEST

FANTASY An great RPG that boasts a superb campaign world, excellent mechanics, and detailed background source material. Very highly recommended!

Avalon Hill

RUNEQUEST DELUXE

\$60.00

Contains a 16 page RPG introduction, a Player's Book (88 pgs.), a Magic Book (60 pgs.), a Gammaster's Book (48 pgs.), a Creatures Book (48 pgs.), a guide to Glorantha (32 pages), and dice.

RUNEQUEST STANDARD

\$35.00

A boxed set with an abridged Rules Book (56 pgs.) and a small Spells Book (16 pgs.), plus dice & character sheets. A Runequest primer.

Runequest Game Master's Box

\$40.00

Contains the Gamemaster's Book (48 pgs.), Creatures Book (48 pgs.), Intro to Glorantha (32 pgs.), various game aids, and dice.

Runequest Player's Box

\$45.00

With the Player's Book (88 pgs.) & Magic Book (60 pgs.), plus dice.

Apple Lane

\$20.00

Troll-bandit Whiteye & his vicious Trollkin gang are terrorizing Apple Lane's bar for years. This scoundrel's tiny thugs must be stopped!

Daughters of Darkness

\$30.00

9 adventures where the players partake in dangerous expeditions & deadly intrigues in a city of crime & corruption. 96 pages with maps.

Eldarad - The Lost City

\$35.00

Eldarad is a partially rebuilt, lawless ruin where the minions of Chaos walk freely at night. It is also the site of ancient elder tombs, wherein great magicks & wealth can be discovered. Contains a 54 page city guide, a 62 page adventure sourcebook, and a 32 page book of maps.

Elder Secrets of Glorantha

\$40.00

A compendium of Glorantha lore featuring monsters, artifacts, the secrets of Dragontak, magical crystals & metals, strange lands, weather, Hero Questing, the Elder races & cults, plus scenarios.

Gloranatha - Crucible of the Hero Wars

\$45.00

A guide to a unique campaign world. Contains a Glorantha Book (40 pgs.), a Generals Book (100 pgs.), a Player's Book (96 pages) & a map.

Gloranatha Bestiary

\$19.00

Contains 70 new monsters (Alticameus to Zabdamar), plus a Deluxe rules section for those who only own Standard Runequest. 48 pages.

Gods of Glorantha

\$40.00

Details the huge campaign pantheon, rich in detail & character. Features 60 cults & religions, covering every facet of Glorantha life.

Griffin Island

\$35.00

An island bristling with adventure. Players have the chance to gain incredible wealth, or face a nasty death. With 32 events/10 scenarios.

Haunted Ruins

\$22.00

An ancient Dwarven mansion has become a Troll Clan lair. Mothers scare children with tales of dark Troll secrets, now discover the truth!

Into the Troll Realms

\$17.00

3 adventures & 3 extended encounters. Includes a Trollball game, a giant-insect farm, flying Trollkin kidnappers, a chance to sample some Troll beverages, plus a Brontosaurus-carcass bandit hideout!

Runequest Cities

\$20.00

A unique island adventure guide. With a systematic encounter generator (43 tables) plus full mechanics for creating instant locations.

Snake Pipe Hollow

\$20.00

The Hollow has been relatively quiet, the chaos horrors which gave this town its gruesome reputation have remained hidden... until now!

Sun Country • (due Jan. '92)

\$27.00

Trollpakk

\$40.00

Every facet of Troll society is described, and Troll characters are explained in detail. With 3 books - Uz Lore (56 pages), Book of Uz (50 pages), The Munchrooms (40 pages), plus character sheets & maps.

Troll Gods

\$40.00

Another zesty serving of Troll delights: details spells, skills, monsters, plus the deities of darkness, the Troll Regions, and clan knowledge.

SHADOWRUN

SCIENCE-SORCERY Fantasy races, with appropriate skills & abilities, combine with a hardcore hi-tech world of surreal punk imagery and violent corporate entities. **FASA**

SHADOWRUN 2nd Ed. **\$25.00**

218 page book that contains 2050AD history, character generation & development, skills, combat, magic, the computer matrix, cyber mechanics, equipment, a bestiary, a Seattle guide, and an adventure.

Botted Demon

Sinister organisations seek a mysterious artifact covered with runes, they will stop at nothing to get it, and that means killing nosy runnars

D.M.Z. - Downtown Militarised Zone

\$70.00

A boardgame of urban conflict between mages, street samurai, mercs, bikers, Orks, etc. This system may be employed as a quick substitute for the Shadowrun combat mechanics. With 9 maps & 203 counters.

DNA/DOA

\$18.00

A Shadowrun into the Aztotechnology database turns nasty. A deadly journey thru the Ork underworld seems the only avenue of escape.

Dragon Hunt

\$16.00

Rummers are hired to find a dragon's lost memory. The only problem is that some big Seattle corporations don't want anything revealed.

Dreamchipper

\$18.00

Missing experimental pleasure chips are linked to a series of brutal slayings. A big corporation wants the chips returned, and that means finding whover, or whatever, is responsible for the grisly murders.

Game Master's Screen

\$22.00

A sturdy three panel Game Master's screen that displays vital system information in an accessible location. Includes a 32 page adventure.

(The) Grimoire

\$25.00

A 126 page handbook further detailing spell creation, adepts, insect totems, alchemy, enchanted items, magical groups & toxic shamans.

Harlequin

\$25.00

A connected series of 8 adventures that feature exotic locales. This compendium of missions provides the players with a progressively enlarged view of a very complex tale of betrayal and revenge!

Ivy and Chrome

\$20.00

Rummers are hired to find an elf girl missing from an exclusive boarding school. But finding anyone in the Sprawl fast is almost impossible.

London Sourcebook

\$30.00

Britain 2050 - cyberware & magic are strictly regulated, with harsh penalties for those who disobey. Power is divided between the nobility, megacorps & druids. Includes a guide to the London Sprawl.

Mercurial - in Concert at Underworld

\$18.00

Enter the world of megahit rockstars, dreamchip addiction, exotic pleasures, toxic waste, hitmen, Yakuza sorceresses, and double-deals.

Native American Nations Vol. 1

\$25.00

Details history, cultures & lifestyles of the newly-emerged Salish-Shidhe, Sioux, Ute & Pueblo Council Nations. Includes an adventure that takes the runners into the wild, awakened wilderness.

Native American Nations Vol. 2

\$24.00

Lists the remaining new nations, covering history, cultures, economies, and lifestyles. Includes another wilderness adventure.

Neo-Anarchist's Guide to North America

\$30.00

A comprehensive tour of city sprawls. Includes maps, laws, transport, trade, corporations, government, gangs, crime, etc. 128 pages.

Paranormal Animals of North America

\$25.00

An illustrated guide to 79 strange creatures that roam the polluted skies & twisted underworlds of this nightmare future. 176 pages.

Queen Euphoria

\$16.00

The job is to snatch Euphoria, the simmsense star, for a weekend then let her go - simple. But when something alien & very malevolent cuts in on the action all hell breaks loose, and the Yunnars start to worry!

(The) Rigger Black Book

\$30.00

A compendium of vehicles, from urban runabouts to hunter-seeker combat drones. Includes modifications, support gear, cyberware, and new rules. Real Rigger wet dream material. Due early '92?

Seattle Sourcebook

\$30.00

A comprehensive 178 page tour of a city where Megacorps control the money & politics, while Gangs rule the streets, and more malevolent forces take on anyone foolish enough to enter the underworld.

Sprawl Sites

\$25.00

Features an assortment of building floorplans and city encounters, plus detailed NPCs to be used as street contacts, etc.

Street Samurai Catalogue **\$27.00**

Everything the urban professional predator-for-hire needs - firearms, armour, vehicles, cybergear, internal body-wiring, and accessories.

Total Eclipse **\$15.00**

Seattle's hottest new rock band have broken their contract to go solo, and their corporation wants 'rummers to bring 'em back. Due Nov.

(The) Universal Brotherhood **\$27.00**

The Brotherhood is the largest humanitarian organisation - the key to salvation to many in the vicious sprawl. But the real purpose of the Brotherhood have been exposed, and the chilling truth is revealed!

Virtual Realities **\$30.00**

A detailed guide to the matrix. Decking is given a more tangible feel with expanded rules on cyberdeck construction, computer systems, etc. Includes new software, firmware & hardware programs. 160 pgs.

The Secrets of Power Trilogy Novels - **\$11.00** each

- (A) Never Deal with a Dragon
- (B) Find Your Own Truth
- (C) Choose Your Enemies

SHADOW WORLD

FANTASY Kulthea - a world designed for Rolemaster, but compatible with any other fantasy RPG. Each module details a specific area, and also provides adventures. **Iron Crown**

Shadow World Master Atlas **\$35.00**

A world swept by powerful flows of Essence that enhance or diminish a character's capacities. A land plagued by the Unlife, creatures so foreign that their origins are beyond knowledge. Contains a 64 page World Guide, a 64 pg Inhabitants Guide & a 32 pg Atlas Addendum.

Black Troll's Vengeance **\$22.00**

In Ledor all of the vegetable lifeforms grow to 4 times their usual size! This continent is also embroiled in civil strife & a sinister conspiracy.

Cyclops Vale and Other Tales **\$10.00**

The ancient artifacts of Peligris are a lure to many adventurers, provided that they don't mind battling their fierce guardians.

Demons of the Burning Night **\$18.00**

The unexplored Isle of Aramnor is rumored to hide great treasures amongst its ancient ruins, and a terrible array of foul denizens.

Eldolon - City in the Sky • (due Dec.?) **\$35.00**

Details the Sel-kas island realm's capital - trade center of the world. With 8 adventures, 250 building descriptions, two colour maps, etc.

Emer **\$50.00**

Contains 2 large maps & 2 books - a 96 page continent guide; and a 96 page Atlas Addendum that covers the world in general as well as detailing demons, Dark Gods, places of power, ancient artifacts, constructs, lost technology, magical materials & weapons forging.

Islands of the Oracle **\$15.00**

The Thirsting Cave appears on an Arachuan Island, from within come the dread Unlife and vile plagues. Salvation from this curse rests with an enigmatic Oracle who has remained hidden for centuries.

Jaiman - Land of Twilight **\$22.00**

Home of the six Crowns of Essence lost during past disasters. Both noble and evil powers seek these magical artifacts for their vast power.

Journey to the Magic Isle **\$15.00**

The remote island of Uman harbors an ancient volcano with a magical lake, and the renown University of Magical Arts.

Kingdom of the Desert Jewel **\$18.00**

Gethyra is a nation that supports a benevolent society, but its wilderness, known for its rich tombs, crawls with savage beasts.

Nomads of the Nine Nations **\$22.00**

Details the rugged lands west of the Guardian Sea. Wondrous sights greet visitors to this vast country, but a dark cult threatens invasion.

Norek - City State of Jaiman **\$18.00**

Jaiman faces a grim future at the hands of an Unlife army as a young Prince begins a quest for an artifact called the Sea Drake Crown.

Quellbourne - Land of the Silver Mist **\$18.00**

Undead wights like maggots in the ruin of Quellbourne's capital city. Pirate bands & Ice Kral's raiding Trolls claim the populace, who also have to contend with a cult that exists only to destroy everything, & the minions of a Spider Goddess hunting for sacrifices.

Star Crown Empire and the Sea of Fates **\$18.00**

The 8 citystates of G'hal offer a welcome respite from the wilderness beyond, but politics offer a bloody end to curious travelers. Survivors of city hospitality find court intrigue offers its fair share of plunder!

Sky Giants of the Brass Stair

\$20.00

The Dragonlord's Skyrider and a Dragon have begun to search for it. Deep within the Garlon Mountains lies the Dwarven King's treasure.

Tales of the Loremasters

\$10.00

A multitude of adventures spread across numerous islands wherein reside ghouls, a dragon, phantoms, a Spirit Tree & other encounters.

Tales of the Loremasters - Book II

\$10.00

Those who traverse these pages will meet a prowling demon-warrior, converse with a wily Sphinx, or visit a mysterious fallen meteorite.

The Orgillion Horror

\$10.00

Brave the ruins of Nof-Keh. Search for a mausoleum wherein lies the ancestral wealth of an evil Clan, but beware its Undead guardians!

Compatible with ALL Fantasy systems, but specifically for Rolemaster and Fantasy Hero.

SPACE 1889

SCI-FI

Designed for extravagant role players. Set in the Victorian era and based on the works of H.G. Wells & Jules Vern. This is real pulp sci-fi in all its pompous, bold glory. **GDW**

SPACE 1889

\$50.00

The Victorian era was an age of adventure; stimulated by colonial opportunism and the heady advances in science, brave gentlemen explorers ventured into the ether to discover new worlds. 200 pages.

Beastmen of Mars

\$12.00

An ancient tomb is discovered, but before treasure can be exhumed one has to face bandits, vengeful High Martians, and an eons-old evil.

Canal Priests of Mars

\$12.00

An assassin from a rival cult kills a Canal Priest - but a complex astrological formula points to a player character as natural successor!

Conklin's Atlas of the Worlds

\$15.00

Contains a historic chronology from 1879 to 1899, new naval rules, and material on Mercury, Venus, Earth, Mars & Luna - with maps.

(The) Lifwood Conspiracy

\$15.00

The British government undertakes a secret expedition into the forbidden lifwood groves of the Martian Highlands.

More Tales from the Ether

\$12.00

Battle swamp pirates, encounter the loathsome Lurker, search the barren wastes of the Moab, & avenge the Fort Dickenson massacre.

Referee's Screen 8-panel card screen with more rules!

\$15.00

Soldier's Companion

\$25.00

192 pages containing extensive miniatures wargame rules, character backgrounds, notes on sieges, new hardware (war machines, aerial fliers & naval vessels), and comprehensive 19th century army lists.

Steppelords of Mars

\$12.00

The British colony on Mars is threatened with rebellion in the steppes, it is vital that this region remain subservient to the Empire.

Tales from the Ether

\$10.00

Five adventures that feature a visit to the German colonies on Venus, a look within Luna's caverns, a tour of Her Majesty's Orbital Helograph Station, and a trip inside the sewers of a Martian city-state.

SPACEMASTER

SCI-FI

A detailed system for flexible environments - from near-future post-holocaust, to high-tech exploration, or superstitious decay. Based on Rolemaster. **Iron Crown**

SPACEMASTER 2nd Ed.

\$50.00

Box set containing a GM Book (80 pgs.), Player Book (128 pgs.) and a Tech Book (96 pgs.). Features 17 professions, over 120 skills, a rich array of character backgrounds, plus amazing Critical Strike tables.

Aliens & Artifacts

\$28.00

128 page sourcebook comprehensively detailing 14 alien races, ideal for strange PCs! Also includes over 80 variant-environment animals.

(The) Cygnus Conspiracy

\$10.00

On a world shrouded in smog and acidic drizzle, slaves kneel before the alter of industrial madness; limbs toiling for hidden masters, but minds longing for a bloody release from these cruel bonds - rebellion!

Devil Rat SHADOWRUN



Dark Space \$30.00
 A detailed multi-genre campaign. Includes Softech equipment - the science of biological engineering. See Rolemaster for more details.

Disaster on Adams III \$10.00
 An asteroid collides with an ocean world's moon, the titanic impact sends shock waves rippling across the planet below.

Legacy of the Ancients \$10.00
 A derelict colony ship used for a 30 millennia-long genetic Seeding experiment, was abandoned only months before it was due to finish.

Lost Telepaths \$22.00
 For several hundred years a starship drifted in artificial slumber, guided by a strange artifact to an ancient tomb orbiting a rogue star.

Space Master Combat Screen \$10.00
 A 34"x11" screen packed with info, and 16 pages of reference sheets.

Space Master Companion I \$22.00
 A 96 page sourcebook packed with variant rules, new professions & skills, plus campaign information and strategic-level mechanics.

Star Strike \$50.00
 A tactical starship combat simulator that can be used in conjunction with, or independent of, Spacemaster.. Features 3 levels of rules complexity & construction rules. With 370 counters & six 22"x17" maps.

Vessel Compendium #1 - Adventurer Class \$18.00
 Features 30 starships, 2 adventures & 65 colour Star Strike counters.

Vessel Compendium #2 - Pursuit Class \$18.00
 Features 32 starships, 3 adventures & 65 colour Star Strike counters.

Vessel Compendium #3 - Imperial Ships \$18.00
 Features 25 starships, 3 adventures & 65 colour Star Strike counters

STAR WARS

SCI-FI The game mechanics are comprehensive, yet not intimidating: extensive background detail is sincere to the films, play is quick and exciting! Good for beginners. West End

STAR WARS \$45.00
 144 page hardback with all the core rules & campaign background.

Battle for the Golden Sun \$22.00
 Sedri is an ocean world that hides in its depths a secret that may doom the Rebellion. Imperial troops have already begun a frantic search.

Black Ice \$22.00
 Rebel spies attempt to steal a massive cargo ship - a vessel five times the size of a Star Destroyer! Includes deck plans.

Crisis on Cloud City \$25.00
 A floating metropolis becomes a deadly maze as hunter-killer Droids and Imperial agents entangle the city in a web of deceit and murder.

Death in the Undercity \$22.00
 The Quarren Mining facilities are vital to the Rebellion, but this sprawling industrial program has fallen victim to Imperial sabotage.

(The) Deathstar Technical Companion • \$30.00
 The Empire's most devastating weapon, detailing personnel, defences, auxiliary vessels, power plant, etc. With deck plans. 96 pgs. Due Nov.

Domain of Evil \$22.00
 Rebels are stranded on a desolate swamp world, pursued by bounty hunters, they must face an insane Jedi Knight from the Dark Nexus.

Galaxy Guide 1 \$27.00
 A collection of backgrounds, statistics & information on the heroes & villains from the original Star Wars movie. 80 illustrated pages.

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 Details moons, inhabitants, special information, and adventure ideas

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 Details the aliens, Imperials & Rebels that appeared in the second Star Wars film. Includes data on Hoth, Dagobah & Bespin. 80 pages.

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Galaxy Guide 6 - Tramp Freighters \$27.00
 Details roguish free traders (such as Han Solo). Covers light freighter design & upgrades, plus trading, smuggling, Imperial evasion, etc.

Galaxy Guide 7 - Craken's Rebel Field Guide \$27.00
 Explains technology available to Rebel agents & soldiers - weapons, tools, computers, plus improvised equipment. Very well illustrated.

Game Chambers of Gestalt \$25.00
 The Alliance High Command has given up the search for Tiere, an illustrious Alliance hero, but Rebel adventurers may discover his fate.

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Graveyard of Alderaan \$22.00
 Rumors persist that the shattered ruins of Alderaan conceal powerful Jedi artifacts & strange ghost ships, but the truth is more terrifying.

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 Details Imperial intelligence & military, capital ships, custom ordnance, vehicles, Sector Group organisation, artillery, infantry support weapons, special forces, recruitment & training. 144 page hardback.

Isis Coordinates \$22.00
 Agents discover the coordinates to an Alliance factory world. Rebels must eliminate a Combat-Survey Team before it confirms the site.

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 Solitaire adventure involving Luke Skywalker's search for a new Rebel base site, and his rescue of powerful Jedi Knight's son. 80 pages.

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 Beyond realspace and the time-bending corridors of hyperspace can be discovered a strange dimension that conceals a great horror.

Otherspace II: Invasion \$25.00
 The planet Stronghold has ceased transmissions, and vessels fail to return from its ports - a malignant force threatens the galaxy!

Planets of the Galaxy Vol. 1 • (due Dec.?) \$25.00
 Details climate, native civilisations, geography, economics, etc. of several exotic bits of rock. With adventures & notes on world creation.

Rebel Alliance Sourcebook \$45.00
 A detailed description of the personnel, vessels, equipment, strategy, intelligence, and history of the Rebel Alliance. 144 page hardback.

Riders of the Maelstrom \$25.00
 Smuggled aboard a luxury liner, Rebel heroes find themselves sharing the vessel with two Imperial Moff's and pirates intent on plunder.

Scavenger Hunt \$22.00
 Buried within the melted wreckage of a Rebel base are data banks that reveal Rebel contacts - so far the Imperium remains ignorant...

Scoundrel's Luck \$27.00
 Solitaire adventure - Han Solo saves Princess Leia from bad-asses!

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 Battle Imperial starfighters in the frozen void of space, chase deadly probots thru asteroid storms, and slug it out with an escort frigate!

Star Wars Rules Companion \$30.00
 90 pages of revised and advanced rules covering attributes & skills, movement, combat, starships, droids (as PCs) & equipment, Capital Ship combat, new Force rules & powers, plus an adventure!

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STORMBRINGER

SCIENCE & SORCERY The brutal world of the Young Kingdoms, a realm where decadent empires crumble as bold new nations gain in power. Based on Moorcock's books. Chaosium

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 Although the mechanics can get bloody at times, this is an excellent dark-fantasy genre RPG that is gaining a well-deserved reputation.

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 Set in fantasy Europe during the Tragic Millennium - an age where magical artifacts & technology coexist, while fell beasts & mutants prowl the wilderness. Contains a 52 page Player's book, a 48 page Gamemaster's book, a 16 page Science book, a map, and dice.

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 A woman pledges to avenge her father's death by slaying Eric, the alibino Prince who possesses infamous Stormbringer.

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SCI-FI? A bizarre cross-genre cocktail of low-brow humour, TOON-like insanity, and utter mayhem! A quick-play, low complexity RPG for energetic, zany players. Avalon Hill

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 A traveller's guide to Talislanta, with regional accounts of wonders & oddities that will add flavor & depth to your campaign! 116 pages.

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 This illustrated bestiary offers statistics & essays on 97 beasts, plus information on the flora and deities common to this land. 118 pages.

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 These accessories provide details on local geography & society, with sections pertaining to cities & unique magicks. They also contain new monsters, extra character races (with roleplaying guides), unusual equipment & weapons, plus optional rules & adventures! 72 pages.

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TEENAGE MUTANT NINJA TURTLES

SCI-FI OK kids - you've seen the TV series, read the comics, bought all the toys, drank the TMNT cordial, eaten the TMNT frozen pizza, seen both films - now get the PRG! Palladium

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TEENAGE MUTANT NINJA TURTLES

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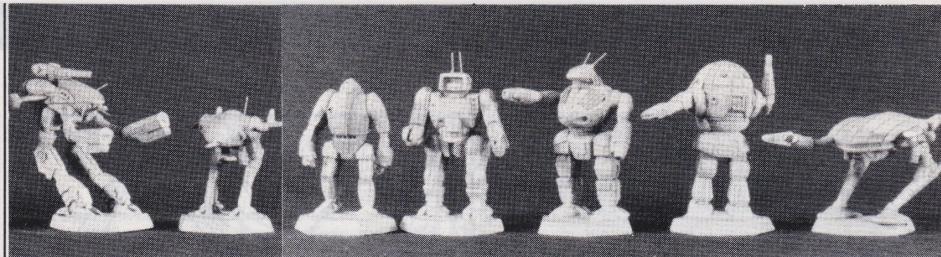
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Rules for BattleTech Mass Combat

BattleTech Newsletter #3
A 15 page rules variant, plus new product news, produced by one of our staff. Contains streamlined rules for resolving BattleTech with miniatures, so that players can field forces of 20 or more mechs without compromising playability.

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Blister Packs: 1 - 3 25mm figures

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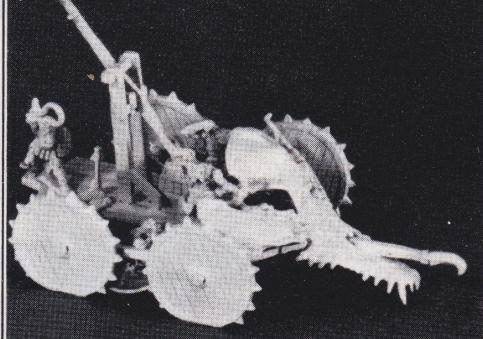
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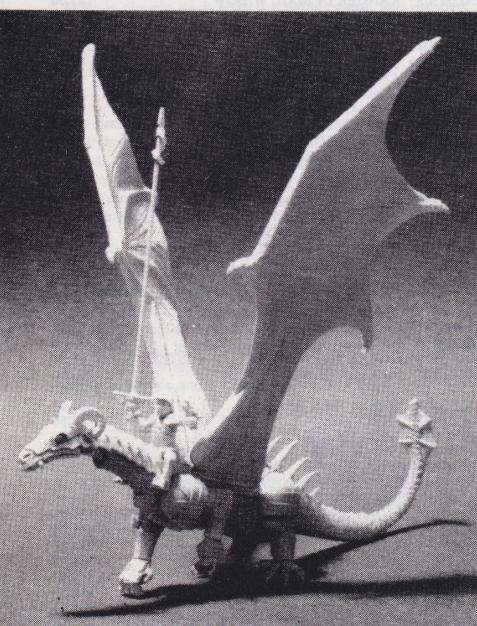
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Blister Packs: with one 25mm figure		
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RAL		

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RAL02078	WAR MACHINE	\$49.95
RAL10200	NINJA (6)	\$18.00
RAL10210	GUARDIAN DRAGON	\$24.95
RAL10211	SILVER DRAGON	\$24.95
RAL10212	ROGAN, BALROG DRAGON	\$24.95
RAL10308	HIGH CHIVALRY (9)	\$24.95
RAL10309	SKELETAL LEGIONS OF LICH KING	\$24.95
RAL10410	BEAR CHARIOT OF ICELANDS	\$34.95
RAL10411	WASTELAND RAIDERS	\$34.95
RAL10412	RAL, LORD OF THE BALROGS	\$34.95
RAL10414	WARLORDS (10)	\$24.95
RAL10415	NECROMANCERS THRONE OF BONE	\$44.95
RAL10416	DEUELING DRAGONS	\$44.95
RAL10417	HYDRA LARGE	\$34.95
RAL10418	GRiffin CHARIOT	\$44.95
RAL13100	HUGE WAR EAGLE	\$34.95
RAL98002	EIGHT ADVENTURERS	\$19.95
RAL98006	DUNGEON PARTY (8)	\$19.95
RAL98009	WITCHES LAIRS (8 pieces)	\$19.95
RAL98013	FEMALE ADVENTURERS BOXED (8)	\$19.95
RAL98014	WIZARDS ROOM (8)	\$19.95
RALFA300	ADVENTURE ENCOUNTER SET (11)	\$24.95
RALTF300	DEFENDERS OF LAW (10)	\$24.95
RALTF301	CHAOTIC BAND (10)	\$24.95



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COLLECTOR'S BOXED SETS

SUPERB BOXED SETS

RAL10419	ARMORED DRAGON	\$34.95
RAL10450	ANTAGONISTS BOXED SET	\$54.95
	(Features an evil warlord on a mighty black dragon, attacking a sorceress and her Pegasus mount.)	
RAL10451	BRIDGE OF SORROWS	\$64.95
	(From cover of Dragon #92; it is a bridge setting upon which stands an armored Centaur knight and a spell casting Mage. Before it hovers a huge evil Dragon holding a princess in its claws.)	
RAL10460	BLACK DRAGON OF FIRE & ICE	TBA
RAL10461	FEARLESS FROST DRAGON	\$34.95



FA82

FA83

FA84

RAL PARTHA IMPORTS

	Blister Packs: each with one figure unless stated otherwise	
RAL3001	LORD OF DARKNESS	\$4.95
RAL31002	WRAITH RIDER ON WINGED MOUNT	\$11.95
RAL31003	HOST	\$3.50
RAL31004	GHOUl	\$3.50
RAL31005	MINOTAUR	\$4.95
RAL31006	WEREWOLF	\$3.50
RAL31007	ZOMBIE	\$3.50
RAL31008	MEDUSA	\$3.50
RAL31009	MUMMY	\$3.50
RAL31010	MIND SLAYER	\$3.50
RAL31011	BRUISE BROTHERS	\$9.95
RAL31012	GIANT HALF TROLL CHAMPION	\$11.95
RAL31013	SLAYA, EVIL HIGH SORCERESS	\$3.50
RAL31016	DRUID & BEAR	\$7.50
RAL31018	SCREAMING OGRE W/TREE STUMP	\$7.50
RAL31019	HORNED CYCLOPS	\$7.50
RAL31020	WERERAT	\$3.50
RAL31021	EAGLE	\$6.50
RAL31022	WRAITH W/FLAMING SWORD	\$3.50
RAL31023	LIZARD MEN (3)	\$9.95
RAL31025	LESSER ANIMALS (7)	\$13.95
RAL31026	WYVERN	\$12.95
RAL31027	UNICORN	\$5.95
RAL31028	ARMORED CLOUD GIANT	\$14.95
RAL31029	ARMORED OGRES OF DOOM	\$13.95
RAL31030	HUNTRESS AND HUNTER DRAGON	\$11.95
RAL32003	ROBIN HOOD	\$3.50
RAL32004	SOOTHSAYER	\$3.50
RAL32005	WHITE KNIGHT	\$3.50
RAL32006	BLACK KNIGHT	\$3.50
RAL32009	SEVEN MAGIC ITEMS	\$5.95
RAL32010	EIGHT TREASURE ITEMS	\$5.95
RAL32011	SINBAD	\$3.50
RAL32014	WARRIOR MONKS	\$9.95
RAL32016	GLADIATORS	\$7.50
RAL32017	IVEA - BATTLE QUEEN & WARWOLF	\$6.95
RAL32018	LOENAR & ORIK MAST THIEVES	\$9.00
RAL36101	SHOGUN SKELETON LORD	\$3.50
RAL36102	GRIM REAPER	\$3.50
RAL36103	LEGION OF HELL STANDARD BEARER	\$3.50
RAL36104	SKELETON RIDER ON HORSE OF HEL	\$7.50

FANTASY ADVENTURERS

	Blister Packs: one figure each. Note: some early FA figures are crude	
RALFA1	FIGHTER IN PLATEMAIL BARE HDED	\$3.50
RALFA2	WIZARD W/COWL	\$3.50
RALFA3	CLERIC W/CROSS & MACE	\$3.50
RALFA4	SNEAK THIEF W/DAGGER	\$3.50
RALFA6	BARD W/SWORD & LUTE	\$3.50
RALFA7	MONK W/STAFF	\$3.50
RALFA8	RANGER W/SWORD & BOW	\$3.50
RALFA9	BARBARIAN CHOPPING W/2H SWORD	\$3.50
RALFA10	PALADIN W/SWORD	\$3.50
RALFA11	ILLUSIONIST W/STAFF	\$3.50
RALFA12	NINJA ASSASSIN W/SWORD	\$3.50
RALFA14	ELVEN HERO W/SWORD	\$3.50
RALFA16	FEMALE WIZARD W/DAGGER & STAFF	\$3.50
RALFA17	FEMALE THIEF W/DAGGER & SACK	\$3.50
RALFA18	FEMALE CLERIC W/MACE	\$3.50
RALFA19	FEMALE FIGHTER W/TRIANGEL SLD	\$3.50
RALFA20	HOURI W/DAGGER	\$3.50
RALFA21	EVIL WIZARD W/SERPENT STAFF	\$3.50
RALFA22	EVIL CLERIC	\$3.50
RALFA23	EVIL PRINCESS	\$3.50
RALFA26	FIGHTER W/CHAINMAIL	\$3.50
RALFA27	AMAZON W/SWORD	\$3.50
RALFA29	DWARF CHAMPION W/AXE	\$3.50
RALFA30	FEMALE RANGER	\$3.50
RALFA31	PALADIN W/FULL CHAINMAIL	\$3.50
RALFA34	GNOME WARRIOR THIEF	\$3.50
RALFA38	NINJA PERSONALITY W/SWORD	\$3.50
RALFA40	DWARF ANTI HERO	\$3.50
RALFA42	FEMALE PALADIN IN PLATE W/MACE	\$3.50
RALFA43	BARBARIAN HEROINE W/SWORD	\$3.50
RALFA45	MONK CLERIC W/DUNGEON APPAREL	\$3.50
RALFA46	MAILED WARRIOR W/DUNGEON APPRL	\$3.50
RALFA47	SORCERESS IN DUNGEON ATTIRE	\$3.50
RALFA48	SWASHBUCKLER THIEF	\$3.50
RALFA50	THIEF W/LONGSWORD IN AMBUSH	\$3.50
RALFA51	FEMALE DUELLIST W/2 SWORDS	\$3.50
RALFA52	DUELLIST W/2 SWORDS	\$3.50
RALFA53	TORQUEMADA, CHAOS CONQUEROR	\$3.50

RALFA54	ZORA, GYPSY SORCERER	\$3.50
RALFA55	BRAN MAC, KING OF THE PICTS	\$3.50
RALFA56	BAL, LORD HIGH EXECUTIONER	\$3.50
RALFA57	BELINDA, KNIGHT OF LIGHT	\$3.50
RALFA58	DARLENE, WARRIORESS OF LIGHT	\$3.50
RALFA59	MELORIAN, RADIANT ADVENTURESS	\$3.50
RALFA65	CHAOTIC BARBARIAN ATTILA	\$3.50
RALFA66	HERCULES	\$3.50
RALFA67	HEROIC WIZARD	\$3.50
RALFA68	QUEEN OF EVIL	\$3.50
RALFA69	JUNGLE LORD	\$3.50
RALFA70	GALLINIR ELF KNIGHT	\$3.50
RALFA71	OBESS THE EXTREMELY ROTUND	\$3.50
RALFA72	SHOKMEISTER DWARF STORMTROOPER	\$3.50
RALFA73	REG BARBARIAN PRINCE	\$3.50
RALFA74	ELLANA, DRAGONMISTRESS	\$3.50
RALFA75	HOGAR ARMORED HALFLING	\$3.50
RALFA76	KIERAN MALE PITFIGHTER	\$3.50
RALFA77	KATARO FEMALE PITFIGHTER	\$3.50
RALFA78	SARLON DARK ELF WARRIOR	\$3.50
RALFA79	DENATALE YOUNG WANDERING WIZ	\$3.50
RALFA80	SIM MICHAEL - STUPID CAVALIER	\$3.50
RALFA81	CHI-LI YOUNG ENCHANTRESS	\$3.50
RALFA82	DORNA WARRIOR QUEEN	\$3.50
RALFA83	SURON-GYL DARK ELF PRINCESS	\$3.50
RALFA84	NOEGU PITFIGHTER CHAMPION	\$3.50
RALFA85	THORBAN DWARF CHAMPION	TBA
RALFA86	LANAH, BARBARIAN PRINCESS	TBA
RALFA87	ZACCAHIUS CONNIVING CLERIC	TBA
RALFA88	FREA KOOLBLADE SHIELD MAIDEN	TBA

WEIRD FANTASY RANGE

RALWF01	KINDLY OLD WIZARD	\$3.50
RALWF02	AERIAL SERVANT	\$3.50
RALWF03	COMPLETE ADVENTURER	\$3.50
RALWF04	SPACE-OUT DRUID	\$3.50
RALWF05	DWARF W/INFERIORITY COMPLEX	\$3.50
RALWF06	GRATEFUL UNDEAD (4)	\$11.95
RALWF07	SAMURAI NIGHT FEVER	\$3.50
RALWF11	DWARF WITH NO NAME	\$3.50
RALWF12	GARG-SIS-TOT, ALL AMERICAN GT	\$11.95
RALWF13	COWDALLY PALADIN & SQUIRE	\$6.95
RALWF14	ZOID, THE BARBARIAN PINHEAD	\$4.50
RALWF15	RUMBLUNDER, COMPLETE WARRIOR	\$3.50
RALWF16	KING OF THE BARDS	\$3.50
RALWF17	DOOM BUNNY	\$3.50
RALWF18	TEXAS BOB - RODEO OGRE	\$5.00
RALWF19	REYNARD THE ROGUE	\$3.50
RALWF20	GROAN OF SPARE KATANA	\$3.50

SHADOWRUN

	Blister Packs: with 1 - 4 25mm figures	
RAL20500	SHADOW RUNNERS (4)	TBA
RAL20501	DECKERS (3)	TBA
RAL20502	HUMAN STREET SAMURAI (3)	TBA
RAL20503	MAGI (3)	TBA
RAL20504	DEMI-HUMAN STREET SAMURAI (3)	TBA
RAL20505	ELVES (4)	TBA
RAL20506	CORPORATE CONTACTS (3)	TBA
RAL20507	GO-GANGERS (4 GUYS & 2 BIKES)	TBA
RAL20508	RIGGERS AND ROCKERS (4)	TBA
RAL20509	HUMAN STREET GANG (3)	TBA
RAL20510	CORPORATE SECURITY GUARDS (5)	TBA
RAL20511	LONE STAR STREET COPS (5)	TBA



10-503

GRENADIER

We have good news about Grenadier - we have a new contract and now receive the goods directly from the USA. As a result the figures are now cheaper than before, and we have extensive stocks of the whole range. GRENADIER is an American company with a reputation for detail and crisp casting. Unfortunately, some of the 01 - 75 code and Bladestorm figures are rather crude. Their best ranges are the DRAGON LORDS, 800s, and 1400s ranges. When ordering, please include stock title and numerical code, and please include second choices when ordering.

BOXED DRAGONS

DRAGON LORDS DRAGON RANGE

These twelve boxed dragons are among the best ever made. The dragons have superb poses, excellent scales, and paint up into masterpieces.

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GRE9602	RED DRAGON II	\$25.95
GRE9603	WHITE DRAGON II	\$25.95
GRE9604	BRASS DRAGON II	\$25.95
GRE9605	GREEN DRAGON II	\$25.95
GRE9606	SILVER DRAGON II	\$25.95
GRE9607	BLUE DRAGON II	\$25.95
GRE9608	COPPER DRAGON II	\$25.95
GRE9609	BRONZE DRAGON II	\$25.95
GRE9610	GOLD DRAGON II	\$25.95
GRE9611	PLATINUM DRAGON II	\$25.95
GRE9612	SPECTRAL DRAGON II	\$25.95

JULIE GUTHRIE DRAGONS

GRE9901	GREEN DRAGON W/VICTIM	\$25.95
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GRE9903	DRAGON ON TREASURE HORDE	\$25.95
GRE9904	SKELETAL DRAGON	\$25.95
GRE9905	CHAOS WAR DRAGON	\$25.95
GRE9906	GOLDEN WAR DRAGON	\$25.95
GRE9907	BLACK DRAGON	\$25.95
GRE9908	WHITE ICE DRAGONS	\$25.95
GRE9909	BLUE DRAGONS	\$25.95
GRE9910	FIRE DRAGON	\$25.95
GRE9911	HYDRA DRAGON	\$25.95

SPECIAL EDITION SETS

GRE2524	GUARDIAN DRAGON	\$26.95
GRE2525	ULTIMATE DRAGON	\$59.95
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GRE2527	INVINCIBLE DRAGON	\$59.95
GRE2528	GIANT GRIFFIN	\$59.95
GRE2529	SHADOW DRAGON	\$59.95
GRE2530	WAR MAMMOTH SPECIAL EDITION	\$59.95
GRE2531	THUNDER LIZARD W/LIZARD KING	\$59.95
GRE2532	ROC - MEGA GIANT FALCON	\$59.95
GRE2533	WAR RHINO	TBA
GRE2534	HUGE BLACK DRAGON	TBA
GRE3511	GOBLIN WAR GIANT	\$59.95

COLOSSAL LORDS

GRE3301	MALE FROST GIANT	\$59.95
GRE3302	FEMALE FROST GIANT	\$59.95
GRE3303	GRIM REAPER	\$44.95
GRE3304	CASSANDRA, FEMALE PALADIN	\$44.95
GRE3306	YVETTE, ENCHANTRESS	\$44.95
GRE3307	GWYDION THE WIZARD	TBA
GRE3308	DRACONIA THE DRAGON EMPRESS	TBA
GRE3309	JOSEPHUS THE ROGUE	TBA
GRE3310	RAMONE THE ROGUE	TBA
GRE3311	THE PALADIN	TBA
GRE3312	SHI-NAYE THE RANGER	TBA

MASTERPIECE EDITIONS

GRE5501	WAR MAMMOTH	\$26.95
GRE5502	DEATH DRAGON	\$26.95
GRE5503	WAR CHARIOT	\$26.95
GRE5504	DEATH GIANT - MASTERPIECE	\$26.95
GRE5505	IMPERIAL MAMMOTH	\$26.95
GRE5506	WAR RHINO	\$26.95
GRE5301	UNDEAD CHARIOT	TBA
GRE5302	AMAZON ATTACK CHARIOTS	TBA
GRE5401	JUGGERNAUT	TBA

FANTASY LORDS

GRE01	GIANT LICHÉ LORD (1)	\$8.95
GRE02	MOUNTED & STANDING DWARVES	\$8.95
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GRE04	GNOME FIGHTERS	\$8.95
GRE05	ORC BEER WAGON (1)	\$8.95
GRE06	GIANT CORSAIR (1)	\$8.95
GRE07	DARK ELVES	\$8.95
GRE08	FEMALE FIGHTER MTD & STANDING	\$8.95
GRE10	KING & PRINCE	\$8.95
GRE11	UNDEAD GIANT CYCLOPS (1)	\$8.95
GRE12	IDOL WITH GEMS (1)	\$8.95
GRE13	QUEEN, PRINCESS, & JESTER	\$8.95
GRE14	SKELTON MTD & STANDING	\$8.95
GRE15	BATTLE CYCLOPS (1)	\$8.95
GRE16	PLAINS ELVES	\$8.95
GRE17	WERERAT SKELETONS	\$8.95
GRE18	GRIFON (1)	\$8.95
GRE19	KNIGHT COMMAND GROUP	\$8.95
GRE20	ORC COMMAND GROUP	\$8.95
GRE21	DWARF COMMAND GROUP	\$8.95
GRE22	GOBLIN COMMAND GROUP	\$8.95



GRE23	AMAZON COMMAND GROUP	\$8.95
GRE24	WAR OGRE COMMAND GROUP	\$8.95
GRE25	LORD OF DEATH (1)	\$8.95
GRE26	SKELTON SHIELD WARRIORS	\$8.95
GRE27	SKELTON COMMAND GROUP	\$8.95
GRE28	LIZARDMEN	\$8.95
GRE29	MEN-AT-ARMS	\$8.95
GRE30	GIANT OGRE CHAMPION (1)	\$8.95
GRE31	GRUNCH WARRIORS	\$8.95
GRE32	UNDERWORLD BOATMAN (1)	\$8.95
GRE33	SKELTON SHIELD WARRIORS	\$8.95
GRE34	UNICORN (1)	\$8.95
GRE35	SNOW GIANT (1)	\$8.95
GRE36	DRAGON MEN	\$8.95
GRE37	WRATH LEADERS	\$8.95
GRE38	SKELTON WINGED LANCER (1)	\$8.95
GRE39	DEMON (1)	\$8.95
GRE40	MAGIC USERS	\$8.95
GRE41	BUGBEARS	\$8.95
GRE42	GOBLIN WARRIORS	\$8.95
GRE43	SKELTON BERSERKERS	\$8.95
GRE44	SKELTON LIGHT INFANTRY	\$8.95
GRE45	KNIGHTS	\$8.95
GRE46	DWARF CHAMPIONS	\$8.95
GRE47	WINGED WARRIORS	\$8.95
GRE48	RAFT WITH CREW	\$8.95
GRE49	BANDITS/BRIGANDS	\$8.95
GRE50	PIRATES	\$8.95
GRE51	SPHINX (1)	\$8.95
GRE52	YETI (1)	\$8.95
GRE53	MOUNTED KOBOLDS	\$8.95
GRE54	MOUNTED KOBOLDS #2	\$8.95
GRE55	CHAOS OGRE (1)	\$8.95
GRE56	GIANT MINOTAUR (1)	\$8.95
GRE57	BAT PEOPLE	\$8.95
GRE58	CYCLOPS DRAGON (1)	\$8.95
GRE59	DEATH WIZARDS	\$8.95
GRE60	MUTATED TROLL (1)	\$8.95
GRE61	THOG MUMMY LORD	\$8.95
GRE62	BATTLE TROLL	\$8.95
GRE63	CLOUD GIANT	\$8.95
GRE64	FEMALE CENTAURS	\$8.95
GRE65	MANTICORE	\$8.95
GRE66	CREATURE OF THE CRYPT	\$8.95
GRE67	DEMON MAGE (HUGE)	\$8.95
GRE68	CHAOS WARRIORS (2)	\$8.95
GRE69	HUGE TROLL (WITH SHADES)	\$8.95
GRE70	UNDEAD DWARVES (3)	\$8.95
GRE71	HUGE FROST GIANT	\$8.95
GRE72	HOB GOBLINS (3)	\$8.95
GRE74	ORC CHEIFTAIN & GIANT BODYGRD	\$8.95
GRE75	ZOMBIE HEROES (3)	\$8.95
GRE76	DARK TOWER GUARDS	TBA
GRE77	ROYAL GUARDS	TBA
GRE78	DJINNI	TBA

Blister Packs: with one 25mm figure in each.

GRE801	PALADIN	\$3.00
GRE802	ANTI PALADIN	\$3.00
GRE803	EVIL MAGE	\$3.00
GRE804	HALF ELF FIGHTER MAGE	\$3.00
GRE805	RANGER WITH BOW	\$3.00
GRE806	SWORDSWOMAN	\$3.00
GRE807	ARMORED BARBARIAN	\$3.00
GRE808	DWARF FIGHTER	\$3.00
GRE809	FIGHTING BARD	\$3.00
GRE810	THIEF W/SWORD	\$3.00
GRE811	WHITE MAGE	\$3.00
GRE812	FEMALE CLERIC	\$3.00
GRE813	FEMALE ASSASSIN	\$3.00
GRE814	CHAOTIC HERO	\$3.00
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GRE816	ELF FIGHTER	\$3.00

FANTASY PERSONALITIES

GRE701	RANGERS/FORESTERS	\$8.95
GRE702	WERERATS	\$8.95
GRE703	FEMALE ELF WARRIOR MTD & STAND	\$8.95
GRE704	MOUNTED DEATHLORD & WARHOUND	\$8.95
GRE705	DEATH LORDS	\$8.95
GRE706	TROLLS (2)	\$8.95
GRE707	ELVES	\$8.95
GRE708	HIGH ELVES MTD & FOOT	\$8.95
GRE709	MOUNTED KNIGHT & YEOMAN	\$8.95



1404

1402

GRE817	ROBED CLERIC	\$3.00
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GRE824	LADY MAGE	\$3.00
GRE825	ELF MAGE	\$3.00
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GRE827	FIGHTER W/AXE	\$3.00
GRE828	WEAPONMASTER	\$3.00
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GRE830	HUNTRESS	\$3.00
GRE831	FEMALE FIGHTER	\$3.00
GRE832	ORC CHAMPION	\$3.00
GRE833	GNAME	\$3.00
GRE834	CHAOS CLERIC	\$3.00
GRE835	KNIGHT W/LION SHIELD	\$3.00
GRE836	FIGHTER MAGE	\$3.00
GRE837	RANGER IN PLATE ARMOR	\$3.00
GRE838	ADVENTURING THIEF	\$3.00
GRE839	ILLUSIONIST	\$3.00
GRE840	ROYAL KNIGHT	\$3.00
GRE841	EVIL WARRIOR	\$3.00
GRE842	PRINCESS	\$3.00
GRE843	FEMALE THIEF	\$3.00
GRE844	DARK ELF	\$3.00
GRE845	HALF ELF FIGHTER THIEF	\$3.00
GRE846	ARMORED CLERIC	\$3.00
GRE847	DEATH LORD	\$3.00
GRE848	CHAOS WARRIOR	\$3.00
GRE849	PALADIN WITH MAGIC SWORD	\$3.00
GRE850	BARBARIAN FIGHTER	\$3.00
GRE851	EVIL CLERIC	\$3.00
GRE852	CONJUROR	\$3.00
GRE853	HALFLING THIEF	\$3.00
GRE854	ELF SORCERESS	\$3.00
GRE855	FEMALE BARBARIAN	\$3.00
GRE856	HERO	\$3.00
GRE857	ANTI HERO	\$3.00
GRE858	ELVEN WARRIOR	\$3.00
GRE859	CHAOTIC WIZARD	\$3.00
GRE860	DWARF HERO	\$3.00
GRE861	ADVENTURING WIZARD	\$3.00
GRE862	ROUGE THIEF	\$3.00
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GRE864	FIGHTER IN PLATE MAIL	\$3.00
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GRE866	FEMALE HALFLING	\$3.00
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GRE869	CHAOTIC THIEF	\$3.00
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GRE872	HALF ORC	\$3.00
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GRE875	KNOLL CHAMPION	\$3.00
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GRE877	DEVA	\$3.00
GRE878	LICHE	\$3.00
GRE879	WERERAT COMMANDER	\$3.00
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GRE882	MONSTER SLAYER	\$3.00
GRE883	MERCHANT THIEF	\$3.00
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GRE885	FEMALE RANGER RANGER	\$3.00
GRE886	DARK ELF SORCERER	\$3.00
GRE887	BERSERKER	\$3.00
GRE888	QUESTING RANGER	\$3.00
GRE889	THIEF WITH SLING	\$3.00
GRE890	YOUNG MAGA	\$3.00
GRE891	ADVENTURE CLERIC	\$3.00
GRE892	BARBARIAN ARCHER	\$3.00
GRE893	CHAMPION WITH TWO H/SWORD	\$3.00
GRE894	GREY WIZARD	\$3.00
GRE895	WHITE WITCH	\$3.00
GRE896	BLACK SORCERESS	\$3.00
GRE897	DEVIL	\$3.00
GRE898	LIZARDMAN	\$3.00
GRE899	CAT FOLK WARRIOR	\$3.00
GRE899	FIGHTING PALADIN	\$3.00
GRE899	CHAOS SWORDSMAN	\$3.00
GRE899	DWARF ADVENTURER	\$3.00
GRE899	WIZARD ADVENTURER	\$3.00
GRE899	FEMALE SNEAKTHIEF	\$3.00
GRE899	FEMALE PALADIN	\$3.00
GRE899	RANGER WITH TWO SWORDS	\$3.00
GRE899	FIGHTER WITH SWORD & SHIELD	\$3.00
GRE899	MYSTERIOUS STRANGER WITH SWORD	\$3.00
GRE899	CLERIC CASTING SPELL	\$3.00
GRE899	BLACK KNIGHT	\$3.00
GRE899	WHITE KNIGHT	\$3.00
GRE899	HALF ELF WARRIOR MAGE	\$3.00
GRE899	VILLAIN	\$3.00
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8103

8104

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RAF6904	WW2 GERMAN SQUAD WINTER GAER (9)	TBA
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RAF6907	WW2 GERMAN COMMAND (9)	TBA
RAF6912	WW2 AMERICAN SQUAD (9)	TBA
RAF6913	WW2 AMERICAN LIGHT WEAPONS (9)	TBA
RAF6914	WW2 AMERICAN HEAVY WEAPONS (9)	TBA
RAF6920	WW2 RUSSIAN INFANTRY SQUAD (9)	TBA
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RAF6922	WW2 RUSSIAN SAILORS (9)	TBA
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RAF6924	WW2 RUSSIAN SPECIALIST UNIT (9)	TBA

FOLIO WORKS

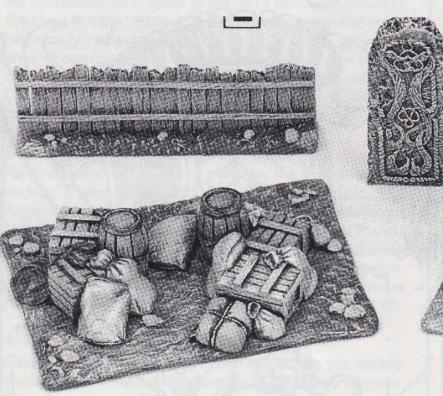
FOLIO WORKS is a new English company, consisting of ex-Citadel staff "From the good old days when White Dwarf was a magazine, not a catalog." They have produced a playable set of fantasy rules - FANTASY WARLORD, which enables players to use literally countless figures, and they support this with an excellent new magazine - RED GIANT. Their sci-fi miniatures rules, HIGH COMMAND, should be out soon.

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DWARVES

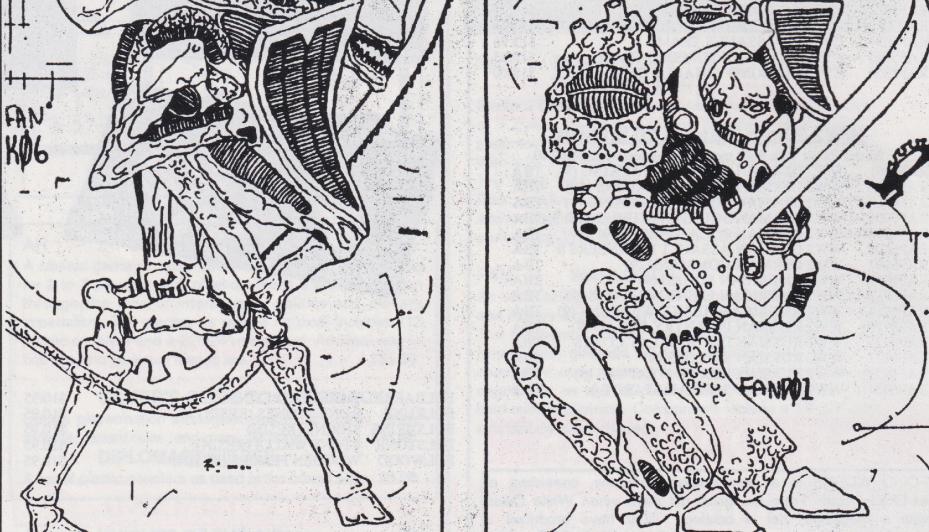
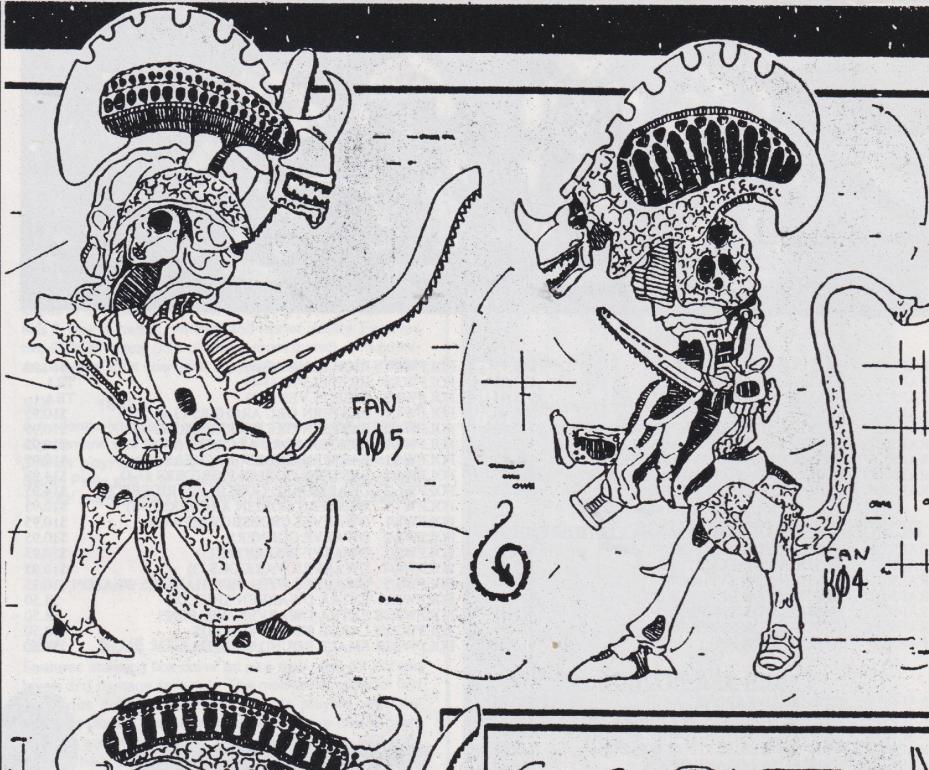
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This is a Scottish company which we have only just come across. They produce a huge, superb range of resin scenery for both fantasy and sci-fi systems, and we have advertised a small selection of both of these below. They also producing a superb set of sci-fi rules called KRYOMEK, which is a little like a cross between ALIENS and Space Hulk. They have already produced many superb metal miniatures and resin scenery for these rules. We have listed a small selection below.

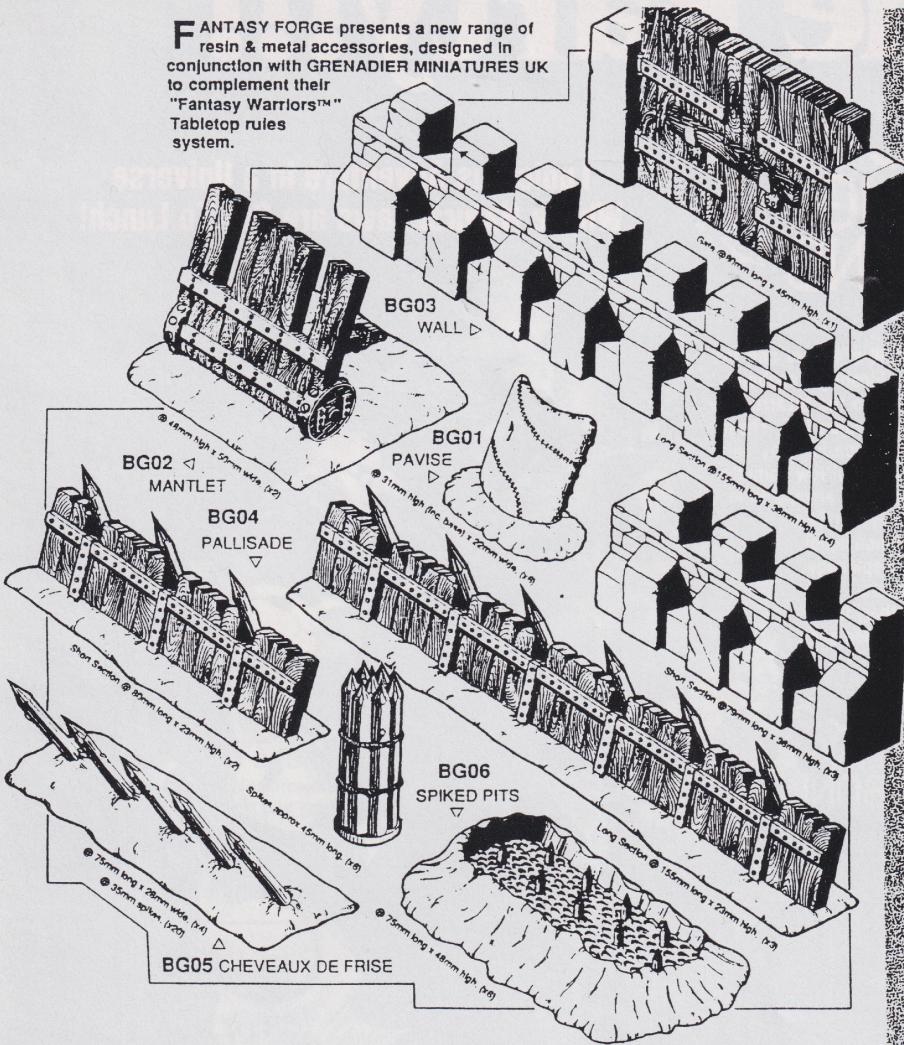
KRYOMEK 25mm SCI-FI**Nexus Exteriors**

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FANTASY FORGE presents a new range of resin & metal accessories, designed in conjunction with GRENADIER MINIATURES UK to complement their "Fantasy Warriors™" Tabletop rules system.

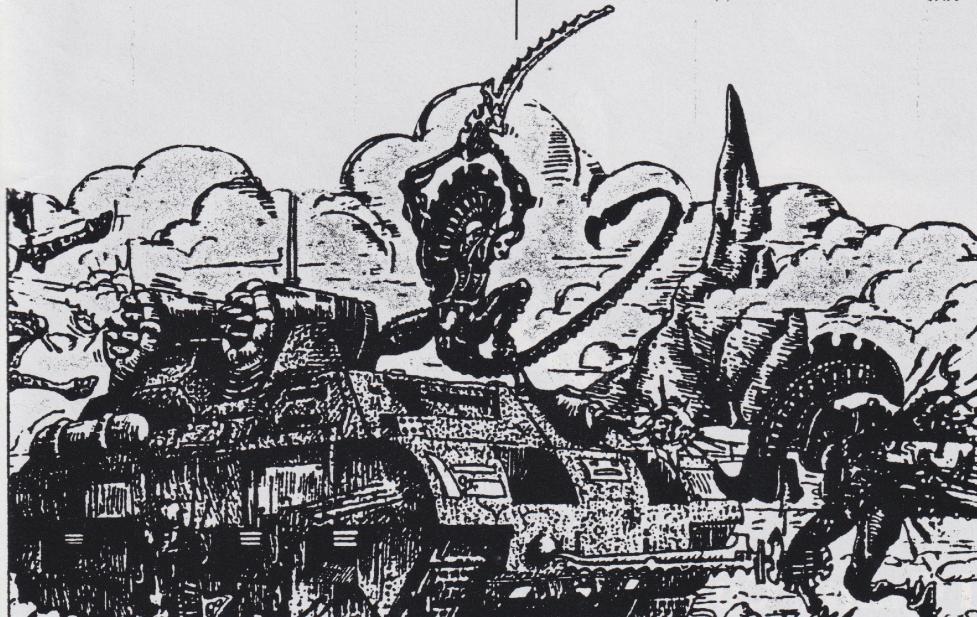


FANK06 Alien Warriors (2 figs,blades) \$14.95
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